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Tuvok's Vulcan Heritage
Following tradition far from home

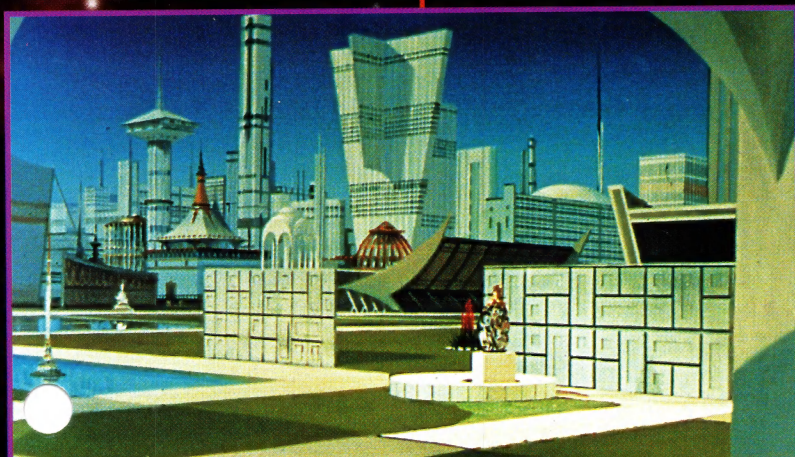
Klingon Defense Force
Weapons, warships, and warriors

The Life of Li Nalas
A reluctant Bajoran hero



Akuta: The Eyes of Vaal
Carrying out the wishes of a god

U.S.S. ENTERPRISE NCC-1701-E
Self-destruct and evacuation procedures



Eminiar VII and Vendikar: Worlds at War
Computer casualties prevent total destruction

ISSN 1364-3983



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22>



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 121

The Guide to the STAR TREK Galaxy

The KLINGON DEFENSE FORCE
EMINIAR VII & VENDIKAR

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-E:
Autodestruct & Evacuation Procedure

Non-FEDERATION Starships

The HUNTERS' SHIP
The CARETAKER'S ARRAY

Personnel Files

TUVOK: VULCAN Heritage
LI NALAS
AKUTA

Equipment & Technology

FERENGI Energy Whips

Starship Log

STAR TREK III: THE SEARCH FOR SPOCK (Part 4)
STAR TREK: VOYAGER – 'Demon'

A-Z Access Point

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

KLINGON Dress: 24th Century
The STAR TREK Timeline (Parts 93 and 94)
The SCALOSIANS

FEDERATION STARFLEET

U.S.S. PROMETHEUS NX-59650: Bridge

Non-FEDERATION Starships

The IYAARAN SHUTTLE

Personnel Files

LT. JOHN FARRELL
AKOREM LAAN
WIXIBAN

EQUIPMENT & TECHNOLOGY

CARDASSIAN ISOLINEAR RODS

Starship Log

STAR TREK: THE NEXT GENERATION –
'The First Duty'/'The Cost of Living'
STAR TREK: DEEP SPACE NINE –
'Body Parts'/'Broken Link'

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The Guide to the STAR TREK Galaxy

FILE 11

CARD 6



KLINGON DEFENSE FORCE

Klingon culture revolves around a warrior ethic, and nowhere is this better reflected than in the **Klingon Defense Force**, an army of soldiers so determined to fight to the death that it is considered dishonorable to die of old age.

It can be said that there are no **Klingon** citizens, only Klingon warriors. It is certainly true that a life spent in duty to, and given for, the **Klingon Defense Force** is one to which every Klingon aspires.

Klingon children begin their instruction in the art of combat as soon as they are old enough to hold a weapon. From then on, the rituals that mark their life – from the **painstiks** of the **Age of Ascension** ceremony to the ceremonial **bat'leth** combat of their wedding day – are designed


to reinforce and hone their warrior prowess.

The military outlook of the **Klingon Empire** is reflected in every aspect of its culture. **Starfleet** may be a peaceful organization that aims to explore for the sake of knowledge, but its counterpart, the Klingon Defense Force, is a military organization more likely to attack any new race it encounters than to offer the hand of friendship.

Ready for battle

Since at least the 23rd century, the Klingons have ventured beyond their own

Beta Quadrant space, engaging countless species in battle. They have subjugated races such as the **Kriosians**, turning them into Klingon colonies. This particular people eventually win their freedom, but others have not been so lucky – the **tribble** homeworld is destroyed, and the entire species believed obliterated, in the late 23rd century. Conflict

 **Gowron** has been leader of the **Klingon Empire** since 2367, when he defeated the rival **Duras** family in a short but bloody civil war.



GLORY BEYOND DEATH


Klingon afterlife

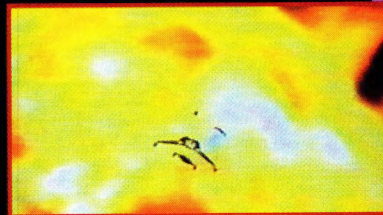
All Klingons hope to die in battle, so that they are qualified to enter the glorious Klingon afterlife, known as **Sto-Vo-Kor**. For those who die in less than glorious circumstances, however, all is not lost; a battle won in their honor can still gain them entry to warrior heaven.


In 2375, **Worf** teams up with General **Martok**, and members of the **Klingon Defense Force**, to try and win a victory in memory of his late wife, **Jadzia Dax**, who was murdered by **Gul Dukat** before she could fight back.


A successful attack on a **Dominion** stronghold ensures that **Jadzia** can take her place among the hordes of warriors who have fallen in battle before her, even though she is not a Klingon.



 Even **Quark** accepts the Klingon belief that embarking on a mission to win a glorious battle will enable **Worf's** late wife to enter **Sto-Vo-Kor**.



 In front of a makeshift altar, **Worf** slices his palm with a **d'k tahg** and then smears his blood over a bulkhead on the **BIRD-OF-PREY**, anointing the ship and its mission.

 **Worf**, his friends, and members of the **Klingon Defense Force** team up to destroy the **MONAC SHIPYARD**, gaining **Jadzia** a place in **Sto-Vo-Kor**.





The Guide to the STAR TREK Galaxy

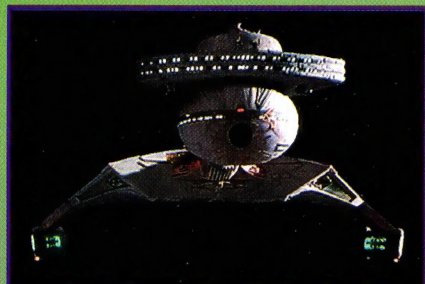
FILE 11

CARD 6



KLINGON DEFENSE FORCE

KLINGON BATTLE CRUISERS form the backbone of the Klingon Defense Force from the 2260's to the 2280's. They are equipped with warp drive and armed with phase disruptors.



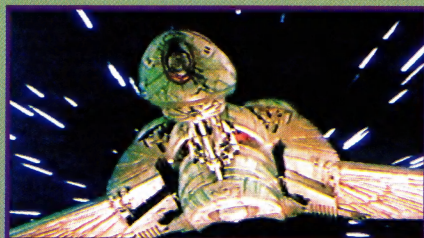
between the Klingon Empire and the Federation lasts nearly a century before an uneasy peace is declared with the Khitomer Accords.

To the death

The Klingons who make up the Defense Force are totally committed to the organization. When a crew member comes aboard a Klingon vessel, he swears his life, as well as his loyalty, to his captain and crew. He is often forced to prove his worth to his new colleagues by fighting back against a barrage of insults, taunts, and challenges.

Advancing through the ranks can be achieved by killing one's superior officers, although this normally only happens if they have been guilty

There are several types of KLINGON BIRD-OF-PREY ships; all of them come with cloaking devices.



of a major dereliction of duty, such as cowardice during battle.

As might be expected, the Klingon Defense Force is armed with a formidable arsenal of weapons. Ships have evolved steadily from the **Klingon Battle Cruisers** of the mid-23rd century, through the small but highly effective **Klingon Bird-of-Prey** first seen in the 2270's, to the huge and deadly **Negh'Var** ships of the 2370's.

All are heavily armed with **disruptor** cannons,

and torpedoes that can obliterate most of the vessels that dare stand in their way. Hand weapons are just as important, and Klingons are armed with a number of personal armaments, from traditional knives, such as the **bat'leth** and **mek'leth**, to lethal directed-energy weapons.

As well as the obvious weapons they carry, Klingon warriors often have another,

As well as heavy armaments and cloaking technology, the **Klingon BIRD-OF-PREY** also boasts impressive defensive shield capabilities.



Klingons emphasize their aggressive behavior by openly wearing side arms.

GALAXY FACTS

Men and women fight and serve alongside one another on Klingon vessels.

The Klingon army is large, but not inexhaustible. During the war with the Dominion, casualties are so great that by 2374 new recruits to the front line are mostly old men and youths.

Klingon tradition holds that "the son of a Klingon is a man the day he can first hold a blade."

concealed arsenal hidden on their person, and seemingly innocuous pieces of clothing can often combine to make offensive implements.

Those who wield their weapons well will be rewarded by having their exploits recorded in song and poetry, adding to the rich history of battles that have passed into legend. Every Klingon hopes that others of their race will one day sing of their exploits, or that they will have statues erected to honor their deeds.

Proud heritage

Klingons consider the greatest moments of their history to have occurred on the battlefield. They see battle almost as their *raison d'être*, and often find peace difficult to deal with. In 2364, **Captain Korris** becomes so disgusted with a prolonged period of peace that he and a group of followers set off to colonize a new world, one where Klingons can again embrace their warrior spirit. Korris is considered a criminal by his homeworld's government, but many Klingons share his belief that the best place to be is on the battlefield, winning yet another glorious victory for the Klingon race.

WARRIORS DEFEATED

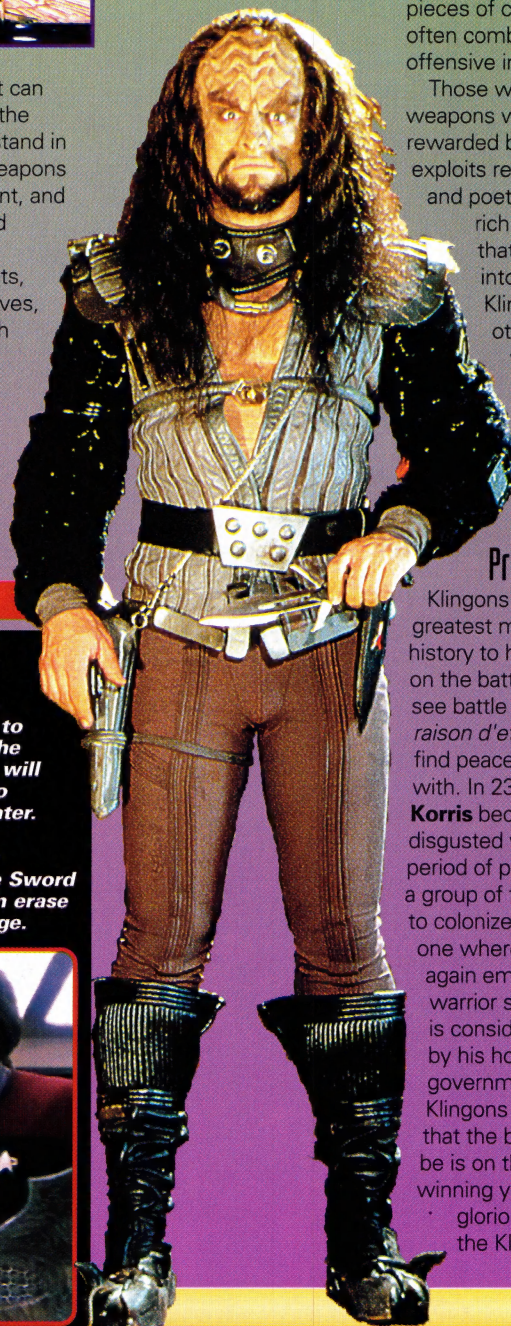
No surrender

Despite their ferocity and tenacity in battle, the Klingons have not always triumphed. Several races over the years have defeated this proud warrior race, among them the **Hur'q**. These now-extinct plunderers invaded the Klingon homeworld 1000 years ago, and stole several Klingon sacred artifacts, including the famous **Sword of Kahless**.

Defeat in battle is not, however, the worst fate that can befall a Klingon warrior; they would much rather die in battle than in retreat. Every Klingon hopes for a glorious death in combat, and this is considered the only honorable way to die. In Klingon culture, those who outlive their usefulness in battle are looked upon with shame. In fact, there is such a stigma attached to living into old age that elderly warriors will readily put themselves forward for suicide missions, so as to avoid such a fate; the legendary warrior **Kor** did this in 2375.

The Klingons use a variety of personal armaments, from sophisticated phaser-type sidearms known as **disruptors**, to more basic weapons, such as the **bat'leth** and the **d'k tahg**. They will head into any situation ready to shoot first and ask questions later.

Kor's career includes many victories. He even finds the **Sword of Kahless**, but none of this can erase the stigma of living to an old age.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 96



OTHER GROUPS
AND RACES

EMINIAR VII & VENDIKAR

The neighboring planets of Eminiari VII and Vendikar share a common heritage, but are bitter rivals. For 500 years, they have been engaged in a computer-simulated war that has cost billions of lives, but has left their culture and architecture undamaged.

The NGC 321 star cluster contains at least two Class-M worlds, Eminiari VII and Vendikar. The system's principal planet, Eminiari, colonized Vendikar several centuries ago; both planets are now home to advanced civilizations, and each has a deep regard for its history and culture.

The ruling bodies of Eminiari and Vendikar have much in common. On Eminiari VII, the Eminiari Union is governed by the

High Council. The society is technologically advanced; a highly complex network of computers guards the planet, and the Eminiarians have developed deadly weapons such as planetary disruptors, and tricobalt fusion bombs.

Staying at home

The Eminiarians achieved space flight many centuries ago, but have never chosen not to venture beyond their own system. Instead, they have concentrated their efforts on their cultural and

In orbit around Eminiari VII, the U.S.S. ENTERPRISE is 'hit' by a virtual missile fired from Vendikar. It is declared a casualty of the 500-year-old war.

intellectual growth. Their architecture is complex and impressive. The people have developed a wide range of artistic disciplines, and the public areas of their cities are adorned with many sculptures and other large-scale works of art.

Eminiari VII is a materially, as well as spiritually, prosperous world. There is no

want on the planet, and its inhabitants suffer from neither starvation nor disease. Everything that is known about Vendikar suggests that life there is very similar.

In spite of having built prosperous and advanced societies,



OTHER CARDS IN THIS FILE...

- 47 THE BANEANS & THE NUMIRI
- 59 THE T'LANI & THE KELLERUN

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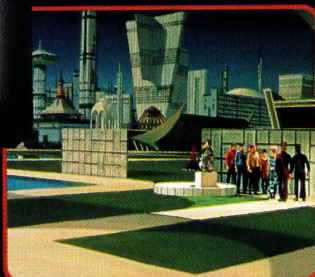
STAR TREK: The Original SeriesFile 68

EMINIAR VII

Designation	Eminiari VII
Class	M
Quadrant	Alpha
Location	Star Cluster NGC 321
Remarks	Eminiari VII is the seventh planet from its star system's sun. It is the system's principle world.
Government	The Eminiari Union is ruled by a High Council of elected elders.
First contact	As Eminiari VII is the outer planet of the system, it is the one first encountered by other cultures, such as the United Federation of Planets, which visits in 2217 and 2267.
Starship log	STAR TREK: The Original Series 'A Taste of Armageddon'

Elected rulers

The seat of power of the Eminiari High Council, the governing body of the Eminiari Union, is located in the Division of Control, a section of the planet's capital city. The High Council is a body of five elected councilmen; the leader, given the title of First Councilman, is the ultimate authority on the planet, but he is expected to consult the rest of the council, and seek their help in making decisions. In 2267, this role is held by Anan 7.



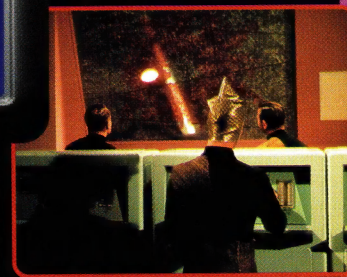
The capital city of Eminiari VII is clean and neat, with wide, open plazas, although its architectural variety means there are few natural parks or plants.

VENDIKAR

Designation	Vendikar
Class	M
Quadrant	Alpha
Location	Star Cluster NGC 321
Remarks	Vendikar is the third planet from its star system's sun. It was colonized by Eminiarians centuries ago, and now considers itself a separate culture.
First contact	As of 2267, there has been no formal contact between Vendikar and the Federation, but Vendikar bombs have claimed as casualties two Starfleet vessels in orbit around the nearby Eminiari VII.
Starship log	STAR TREK: The Original Series 'A Taste of Armageddon'

Bombardment

Vendikar directs a barrage of virtual weapons at Eminiari VII, and its army expects the calculated casualty counts to be honored. This applies equally to any offworld visitors to Eminiari who happen to get caught in the crossfire, including ships in orbit around the planet. Over a period of 50 years in the mid-23rd century, the Vendikans score hits against two Starfleet vessels, the U.S.S. Valiant and the U.S.S. Enterprise.



The 'damage' caused to Eminiari VII by the Vendikans' 'virtual bombs' is constantly monitored on computer screens.

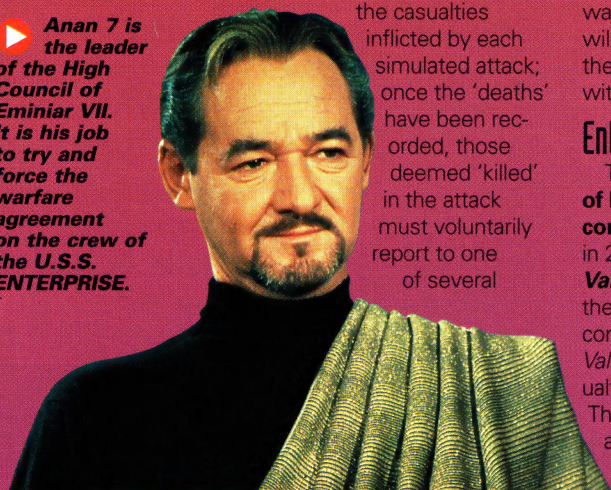
GALAXY FACTS

▶ Eminians have a given name, followed by a numeric designation, such as Mea 3 or Anan 7. These numbers may indicate the familial repetition of names, or the number of siblings in a family unit.

▶ Mea 3, the government official who greets the U.S.S. *Enterprise* landing party, is herself declared a casualty of war. Kirk and Spock prevent her from reporting for disintegration.

however, the people of Eminiar and Vendikar have not been at peace. Five centuries ago, hostilities broke out between these two sister planets; what caused the conflict is unknown, but the situation

▶ **Anan 7 is the leader of the High Council of Eminiar VII. It is his job to try and force the warfare agreement on the crew of the U.S.S. ENTERPRISE.**



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 96

EMINIAR VII & VENDIKAR



OTHER GROUPS AND RACES

quickly escalated into a violent and prolonged war. Using advanced weapons, the two planets came to the brink of mutual planetary destruction, but through an unprecedented agreement, they arrived at a solution that allowed them to continue their war, without the destruction of their cultures and societies.

Deadly games

The governments of Eminiar and Vendikar agreed to fight a virtual war, with attacks programmed, planned, executed, and completely tabulated by a sophisticated network of interlinked computers. These machines calculate the casualties inflicted by each simulated attack; once the 'deaths' have been recorded, those deemed 'killed' in the attack must voluntarily report to one of several

disintegration chambers, located in the major cities of both worlds, within 24 hours of the attack. This has allowed the societies to survive a prolonged and devastating war that might otherwise have rendered their planets uninhabitable. Casualties have totalled between one and three million dead per year; over the five centuries the deadly conflict has raged, it is estimated that each society has lost between 50 and 150 billion lives.

It is stipulated in the agreement that if either side fails to deliver its casualties, or disregards any provision of the agreement, then open war, with real weapons will commence, as will the destruction associated with such attacks.

Enter the Federation

The United Federation of Planets makes first contact with Eminiar VII in 2217, when the U.S.S. *Valiant* NCC-1223 visits the planet. During this contact, however, the *Valiant* is declared a casualty of the ongoing war. The starship and its crew are forcibly destroyed, and their fate remains



unknown to Starfleet Command.

Second contact between Eminiar and the Federation comes in 2267, when the U.S.S. *Enterprise* NCC-1701, under the command of Captain James T. Kirk, is dispatched to the planet. On board is Ambassador Robert Fox, who hopes to open diplomatic relations, and establish a treaty.

Eminiar VII issues a Code 710 warning to the *Enterprise* not to approach the planet, but the starship ignores it. Like the *Valiant*, the ship is 'hit', and deemed destroyed, by a computer-simulated Vendikar attack, but the *Enterprise* crew refuse to comply. The High Council holds Captain Kirk and his

▶ **The Eminian High Council understands the U.S.S. ENTERPRISE crew's reluctance to abide by the planet's rules, but Anan 7 nonetheless tries to convince them to report for disintegration. Captain Kirk will be held hostage until his people comply.**

landing party, who were on the planet's surface at the time, hostage.

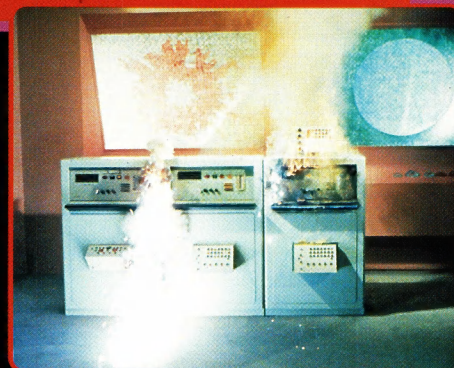
Unwilling to let his crew be slaughtered, Kirk takes it upon himself to end the centuries-old conflict by destroying the computers that fight and sustain the war. Vendikar reads this destruction as a breach of their treaty with Eminiar, leaving both planets open to real warfare with destructive weapons.

Faced with the total destruction of both cultures, Anan 7, leader of the Eminian High Council, chooses to commence peace negotiations with Vendikar for the first time in more than five centuries, assisted by Federation Ambassador Fox.

WARRING COMPUTERS

Tough decisions

The sophisticated computer system that calculates the casualties caused by the 500-year-long war between Eminiar VII and Vendikar is seen by the people of both planets as the savior of their highly impressive cultures. On other worlds, including 21st-century Earth, non-virtual, nuclear weapons razed cities to the ground, and left the countryside, and sometimes even the atmosphere, poisonous. Once great civilizations have lost their technology, and been plunged back into a dark age of primitive existence. Computerized warfare prevents such devastation, but this is a curse as well as a blessing; it would be impossible for planets to maintain a conventional war over such a long period of time, and, without the technology, the threat of extinction may have forced the two worlds to make peace long ago.



▶ **Most Eminians and Vendikans accept their fate without question. They know that their deaths are less damaging than the wholesale destruction caused by real warfare.**

▶ **The Starfleet officers who visit Eminiar VII in 2267 find the slaughter unacceptably barbaric. They quickly decide to put a stop to the unnecessary deaths.**

▶ **Kirk and his crew are forced to destroy the warring computers in order to make the two planets see the error of their ways. Faced with the prospect of real warfare, the Eminians and Vendikans will try to make peace.**

The Hunters' Ship

The **Hunters** are only the second **Gamma Quadrant** race to travel through the **Bajoran wormhole**. The ships in which they make the journey are equipped with formidable weapons, able to cut through shields in seconds.

The alien life forms known to the **United Federation of Planets** only as the **Hunters** arrive on space station **Deep Space Nine** in 2369. Their ship is only the second **Gamma Quadrant** vessel to travel through the **Bajoran wormhole**, and is in hot pursuit of the first, crewed by **Tosk**, who is the subject of a ritual hunt.

The **Hunters' ship** is much larger than the agile, one-person vessel favored by **Tosk**; it is of similar length to a Federation **Nebula**-class starship, but has a comparatively thin profile. Only a dozen **Hunters** are encountered, but a craft of this size may carry many more of their number.

This vessel has the same ionized **L-Band** radiation energy signature as **Tosk's ship**, and the stern quarter appears to house the vessel's drive systems. A number of glowing orange panels indicate the presence of impulse engines, but given the wide-ranging nature of the **Tosk** hunt, the **Hunters' ship** almost certainly possesses some form of interstellar drive. The gridded areas on the aft port and starboard quarters may be **intercoolers** for an enclosed warp propulsion system.

Some of the ship's mechanisms are observed at close hand by the crew of **Deep Space Nine**, when the **Hunters** commence an attack on the station. A modulated particle beam scanner collects information about the station and, most importantly, establishes that **Tosk** is present aboard it. The **Hunters' ship** does not respond to hails, so in order to protect his station and its crew, **Commander Benjamin Sisko** raises **Deep Space Nine's** shields specifically as the activation of a weapons system aboard the alien craft has been detected.

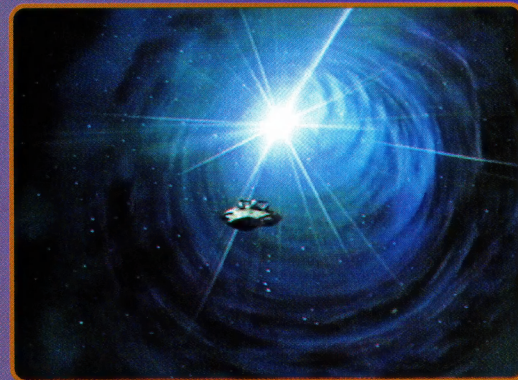
In order to deactivate the station's shields, the **Hunter's ship** fires a powerful energy beam. This directs a stream of unusual radiation at the station, creating a series of very rapid magnetic flux variations. These build in frequency and intensity until the beam causes a catastrophic reversal of the station's shield polarity that disables the defenses in moments. **Hunter** hand weapons appear to fire coherent energy charges, and it is likely that their vessels use variations of the same technology in ship-to-ship conflicts.

Instant transfer

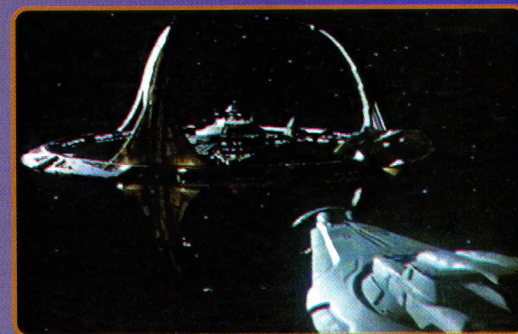
Once the shields are knocked out, the **Hunters** use a shipboard **transporter** system to transfer themselves onto the station. This creates a visible cylinder of flickering white energy, most likely generated by the interaction of the **annular confinement beam** with the local air molecules; the hunters materialize within the energy beam, which then dissipates.

As the **Hunters** appear to suffer no ill effects while aboard **Deep Space Nine**, it is likely that they maintain a **Class-M** environment or similar on their starships. The shipboard command structure is not immediately apparent, but it appears that one **Hunter** acts as leader, directing the operations of the vessel and the dispersal of its crew.

Despite the **Hunters' efforts**, **Tosk** escapes in his vessel back through the wormhole. The **Hunters** elect to return to **Gamma Quadrant** space, and declare the anomaly and the **Alpha Quadrant** "off limits" in their future hunts. It is therefore unlikely that further **Hunters' ships** will be encountered by the Federation in the near future.



▲ The **HUNTERS' SHIP** is only the second vessel to travel through the **Bajoran wormhole** from the **Gamma Quadrant**. The **Hunters** are not explorers, however, they are sportsmen taking part in a hunt.



▲ Once the **HUNTERS' SHIP** has arrived in the **Alpha Quadrant**, it approaches the first facility it encounters: the space station **DEEP SPACE NINE**. Ship's sensors detect **Tosk** on the station.



▲ The crew of the **HUNTERS' SHIP** wear fearsome military-style uniforms, including helmets that completely cover their faces. They beam directly onto the station from their vessel.



▲ The capture of **Tosk** marks the end of the mission for the **HUNTERS' SHIP** and its crew. The unfortunate creature will be killed, or taken back to the **Hunters' homeworld** in chains.



▲ **DEEP SPACE NINE** raises its defenses against the **HUNTERS' SHIP**, but the alien vessel is well-prepared for such an eventuality, and fires a beam that disables the shields in seconds.

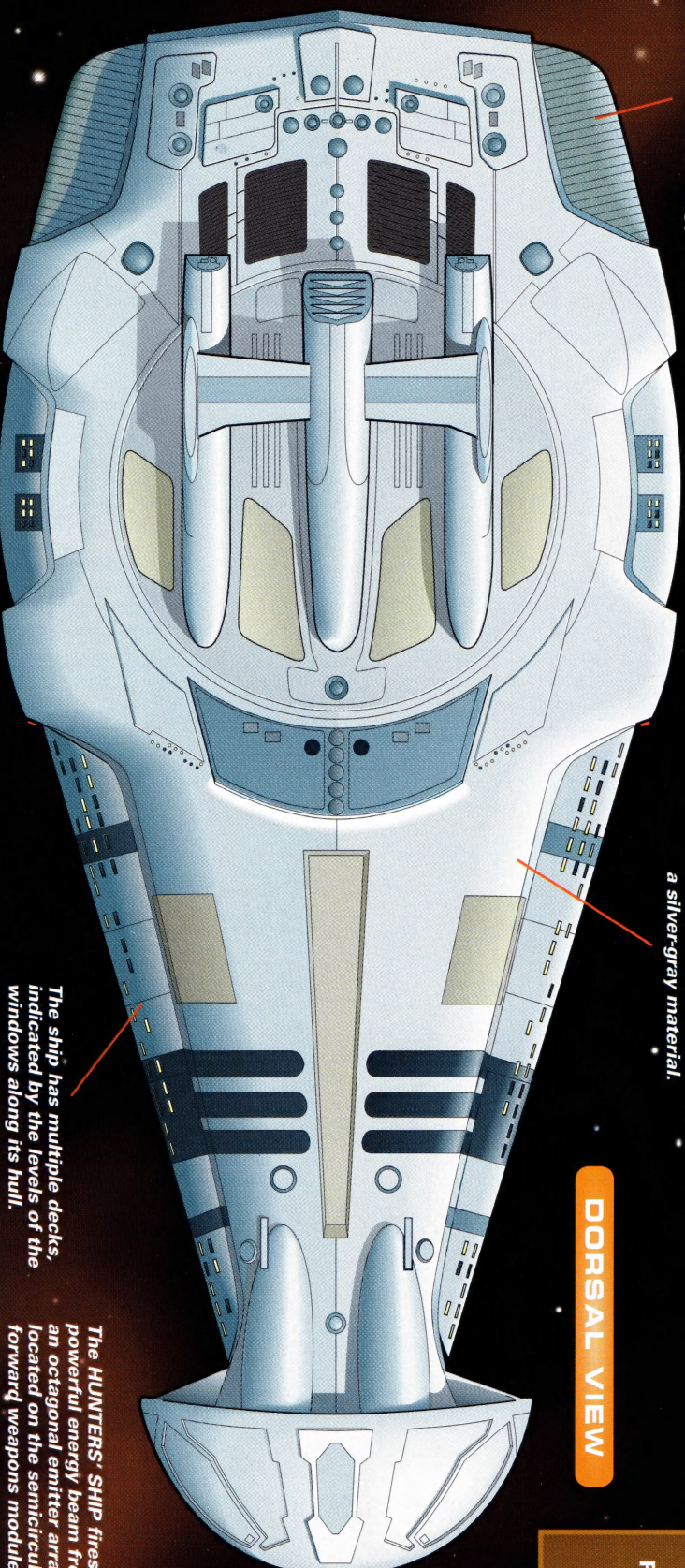
The Hunters' Ship

The *Hunters'* ship is a powerful, well-armed vessel similar in size to a *Nebula*-class starship, but with a comparatively thin profile.

The gridded areas on the aft port and starboard quarters glow with an ambient energy.

The hull is constructed from a silver-gray material.

DORSAL VIEW

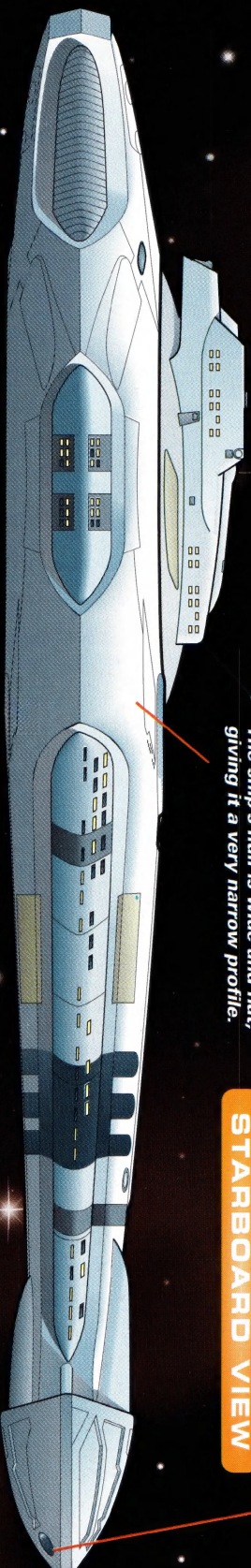


The ship has multiple decks, indicated by the levels of the windows along its hull.

The *HUNTERS'* SHIP fires a powerful energy beam from an octagonal emitter array, located on the semicircular forward weapons module.

The ship's hull is wide and flat, giving it a very narrow profile.

STARBOARD VIEW



HUNTERS' SHIP

First seen: 2369

Features:

The *Hunters'* ship is capable of disabling Federation defensive shields in seconds.

Remarks:

The ship is only the second *Delta Quadrant* vessel to come through the *Bajoran* wormhole.



SHIP:

U.S.S. ENTERPRISE NCC-1701-E

SYSTEM:

AUTODESTRUCT

BRIEFING:

OPERATING PROCEDURE

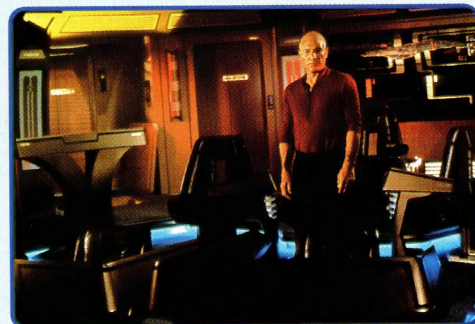
The *U.S.S. Enterprise NCC-1701-E* is Starfleet's flagship vessel. To prevent the ship falling into the wrong hands, it is equipped with an autodestruct.

The **Sovereign-class U.S.S. Enterprise NCC-1701-E** is one of the most advanced starships of its day. Starfleet hopes that it will see service for many years, but because of the dangers often encountered by the ship and its crew, the *Enterprise* is fitted with a state-of-the-art autodestruct mechanism, capable of inducing a **warp core** overload and explosion. This mechanism is designed to foil a takeover of the ship by hostile forces, and to prevent its advanced technology falling into the wrong

hands. The activation sequence for the autodestruct mechanism is comprised of the following five steps:

Step 1: Captain Jean-Luc Picard initiates the autodestruct sequence through a voice command to the ship's main computer. To ensure that the computer acknowledges this order, the command must be accompanied by the captain's personal authorization code. This code is given verbally, and begins with the captain's name, followed by a sequence of digits and words. Captain Picard's full instructions to the computer are as follows: "Begin autodestruct sequence. Authorization Picard Four-Seven-Alpha-Tango."

Step 2: Confirmation by other members of the *Enterprise* command crew is required, in order to activate the autodestruct sequence ordered by the captain. **Commander Beverly Crusher** and **Lt. Commander Worf** are two of the senior officers capable of providing this confirmation. Using voice commands, each officer first states his or her name and rank, and then says to the computer, "Confirm autodestruct sequence." The officers conclude their



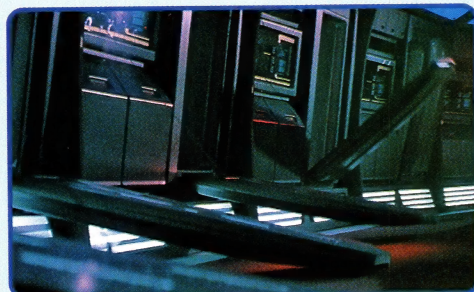
No Starfleet captain likes to preside over the destruction of their vessel, but in 2373, Captain Jean-Luc Picard is forced to activate the autodestruct when the U.S.S. ENTERPRISE NCC-1701-E is overrun by the Borg. On this occasion, the ship is saved from both assimilation and autodestruction.

confirmations by providing their authorization codes: "Crusher Two-Two-Beta-Charlie," and "Worf Three-Seven-Gamma-Echo."

Step 3: The computer acknowledges by replying, "Command authorization accepted. Awaiting final code to begin autodestruct sequence." It is at this point that Captain Picard specifies which autodestruct sequence he wishes the computer to initiate. There are several countdowns to choose from, but the most efficient, and least complicated, sequence



Crew members authorized to activate the autodestruct sequence usually hold the rank of lieutenant commander or above, like Worf and Dr. Beverly Crusher.



Setting the autodestruct sequence is followed by the opening of the hatches to the numerous emergency escape pods, located around the ship's outer hull.



A map of Earth indicates where the escape pods will land, giving the crew some indication of what to expect when they reach the planet's surface.

HARD DECISIONS

Time to admit defeat

The autodestruct sequence is a dangerous tool, and captains must know how and when to use it wisely. Equally important, however, is that commanding officers know when to admit that it is better to lose the battle than risk losing the war.

Captain Picard's good judgment in this situation is temporarily impaired, as he sees the fight against the invading Borg drones as a personal chance to take revenge on the collective for the suffering they caused him during the Battle of Wolf 359, seven years previously.

Picard's crew are brave officers, but as the battle progresses, they realize that they cannot win, and many of them turn their thoughts to evacuating the ship in order to minimize casualties. Even Worf, a Klingon whose bravery has never been in doubt, tells Picard that they have no other choice. The captain refuses to yield to the Borg, however, and is prepared to fight to the death until Lily Sloane, a 21st-century Earth woman, convinces him that his desire for revenge is blinding him to the best course of action. She is able to convince Picard to evacuate the ship, as his crew have suggested.



Worf is horrified when Picard accuses him of cowardice for his suggestion that they abandon the ship and destroy it, thus eliminating the invading Borg.



When Picard comes to view the situation in a different light, he apologizes to Worf. The best officers know when to fight, and when to accept the battle is lost, and the captain admits he put his desire for revenge above the safety of his crew.

is **Alpha-One**, which initiates a silent 15-minute countdown. In order to set the Alpha-One autodestruct in motion, the captain gives one final voice command to the computer: "Enable."

Step 4: The computer confirms that autodestruct is under way, and provides other relevant information. In the case of the Alpha-One command, for example, the computer states, "Self-destruct in 15 minutes. There will be no further audio warnings."

Step 5: The evacuation procedure begins, and crew members must rely on the appropriate Starfleet training in order to leave the ship safely, within the short window of time provided. Vital equipment such as food **replicators**, medical supplies, **phasers** and **tricorders** are loaded by crew members into a number of small shuttlecraft.

Fleeing the ship

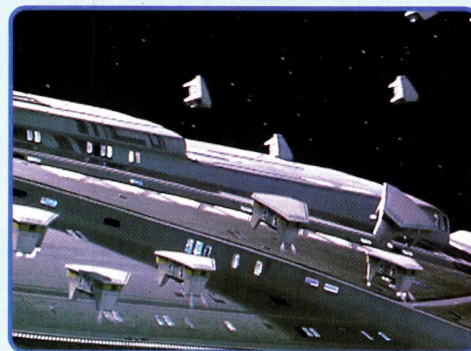
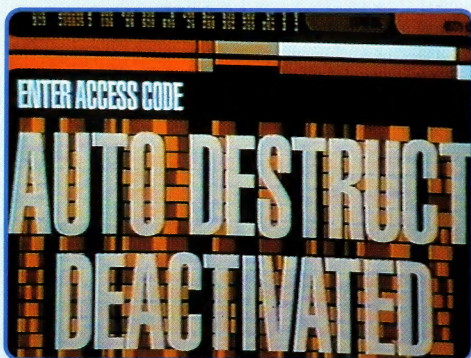
In addition, a number of escape pods are positioned in strategic locations throughout the ship. Each of these pods is capable of carrying three to four crew members to safety, and are stocked with enough provisions to last several weeks. When a pod is fully occupied, a crew member, designated as pilot, jettisons it away from the *Enterprise*. All functions switch to manual control. The escape pods do not have warp drive capabilities, but their thrusters are designed to enable them to travel a safe distance away from the *Enterprise* before the autodestruct countdown is completed.

The high security protocols surrounding the autodestruct sequence aboard the *Enterprise* are essential; the importance of the authorization feature cannot be underestimated. For instance, Captain Picard chooses to initiate the autodestruct sequence during a hostile encounter with the **Borg** in 2373. During this battle, the Borg assume control of the ship's primary systems and Main Engineering; destroying the vessel, and thus killing all the

Borg aboard it, is the only effective weapon the crew possesses.

As an added precaution, the autodestruct sequence can be deactivated, if necessary. In the case of the Borg takeover of the *Enterprise*, however, this safety feature almost backfires. The Borg have taken over engineering, and know that the autodestruct order has been given, but they cannot directly intervene, since they do not control the main computer. The **Borg Queen** is in the process of assimilating **Lt. Commander Data** when the autodestruct order is given by Captain Picard, and she orders the android to cancel the sequence. As a high-ranking member of the crew, Data has the authority to issue such commands to the main computer: he deactivates the sequence by entering his own authorization codes into the computer. Ultimately, the Borg Queen and her drones are defeated, and the *Enterprise* survives the encounter intact.

In the final analysis, the *Enterprise's* autodestruct mechanism emerges as one of its most potent systems. It is a weapon that the ship must use against itself, and the captain and crew hope that its use will never be necessary – but, if no other options are available, the procedure is a decisive way to ensure that the ship, and the advanced Starfleet technology aboard, never falls into enemy hands.

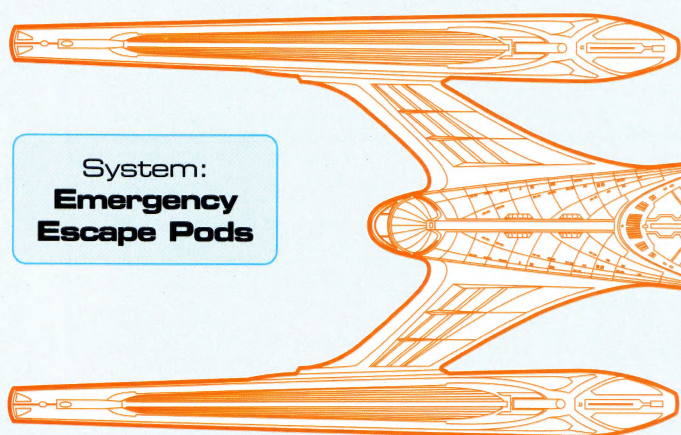


A fleet of emergency escape pods maneuver away from the doomed ship's hull. They are not capable of warp flight, but can carry their small crews to a safe distance away from the ensuing explosion.

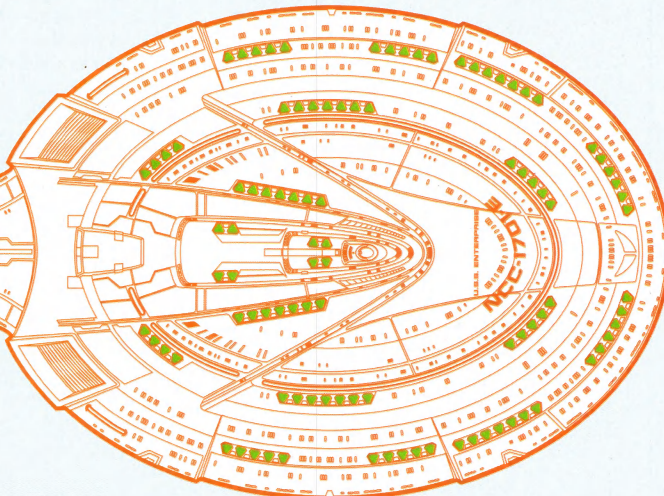


The *ENTERPRISE* emergency escape pods are directed toward Gravett Island, an uninhabited plot of ground, 10 kilometers square, in Earth's South Pacific.

The autodestruct sequence can be deactivated right up to the last minute, allowing the command crew time to resolve the situation in another way. The ship suffers no damage until the countdown reaches its completion.



System:
**Emergency
Escape Pods**



Location:
**OUTER HULL,
VARIOUS DECKS**



Tuvok's Vulcan Heritage

Tuvok's Vulcan qualities are undoubtedly useful to Starfleet, but he often finds life difficult among his colleagues, as he expects them to meet his own high standards of discipline and commitment.

As chief of security and tactical officer aboard the **U.S.S. Voyager NCC-74656**, Tuvok is a crucial member of Captain Kathryn Janeway's crew. With his Vulcan discipline and logic, he might be said to have many advantages over his human colleagues; his actions are always based on the available facts, and never clouded by emotional judgments.

Tuvok brings many Vulcan perspectives to life

on board *Voyager*, and is the ideal foil to Janeway's sometimes unconventional, but effective, style of leadership. In his role as chief of security, his investigative skills are aided by his keen observation and powerful use of logic; in a combat situation, he is able to remain calm, and weigh options carefully but quickly.

On occasion, however, his lack of concern for the feelings of others can be problematic. As the vast majority of his crewmates are non-Vulcans, Tuvok has

PROFILE OF A VULCAN

FAMILY: Sunak [father], T'Meni [mother], T'Pel [wife], Sek, Varith, Elieth [sons], Asit [daughter].

VULCAN ADVANTAGES: Unaffected by emotional considerations; superior mental and physical capabilities; telepathic and mind-meld abilities; calm and ordered mind.

VULCAN DISADVANTAGES: Tuvok's reserved and aloof manner is often interpreted as arrogance; this can lead to problematic personal relations.



Tuvok's Vulcan heritage has proved a mixed blessing during his Starfleet career. His analytical approach to tactical matters makes him an ideal colleague in battle situations, but his insistence on correct protocol has won him few friends.

VULCAN INFLUENCE



★ Games master

The meditation game of *kal-toh* is one of Tuvok's chief routes to mental relaxation. Small rods are built into a structure that reflects the mood of the person who is constructing it.

★ Disciplinarian

Tuvok's efforts to drill some discipline into the crew has met with resistance, especially from the Maquis faction.



had to learn to compromise. To fully appreciate the difficulties he faces being part of a largely human crew, his experience with more emotional races and Starfleet prior to his life on board *Voyager* must be taken into account.

Difficulties with humans

Tuvok is 20 years old before he meets a human, but has already decided that Earth is a barbarous place, and that Terrans are undisciplined and unruly. Despite these opinions, Tuvok's parents – both Starfleet officers – decide that their son should be sent to Earth, to attend Starfleet Academy.

Tuvok feels that his reservations about humans are well founded; he finds their behavior irrational and perplexing. These opinions are carried over to his experiences on *Voyager*, where the likes of ensigns Harry Kim and Tom Paris sometimes tax his calm

demeanor with their impetuosity and irreverent behavior.

A problem specific to *Voyager's* predicament is that, as not all the members of the crew have chosen to be part of Starfleet – most notably the Maquis faction – they are not always keen to maintain its strict protocols. This offends Tuvok's Vulcan sense of order, but he finds he has to make allowances, something he would not previously have been prepared to do. In fact, his initial stint with Starfleet ended when he resigned his commission in 2298; he found living among humans too exhausting.

It was another 51 years before Tuvok rejoined Starfleet, and only then after an experience brought about by an exploration of his Vulcan heritage. He embarked on a pilgrimage across the vast Vulcan desert to Mount Seleya, a site of particular importance



★ Mind-meld

Tuvok will use the mind-meld with off-worlders only in emergencies, but it has often come in useful when saving his crewmates from hazardous situations.



★ Controlled temper

Tuvok's Vulcan capacity for violence is matched only by the discipline with which he controls it.

Tuvok's Vulcan Heritage



★ Father figure

Tuvok manages to convey affinity and loyalty, even to children, without the more sentimental aspects of human love.



★ Stoic survival

Tuvok's Vulcan stoicism helps him to survive when he is marooned on a desolate planet in the Delta Quadrant.

in Vulcan culture. Other Vulcans regularly make this trip by transport, but Tuvok decided to do it on foot.

During this arduous journey, in a state of physical weakness and delirium, Tuvok had a vision. He saw the mythical Vulcan figure of the **Underlier**, an entity fabled for being a repository of all knowledge. For a brief second, he joined with Tuvok. In that moment, the Vulcan felt a joyous harmony in which he gained insight into the wisdom of the universe. This feeling quickly receded, but to Tuvok, it was the most wondrous experience he

could imagine. In return for this gift, Tuvok felt he should give something back to the universe. He pledged his life to exploration and rejoined Starfleet.

Pros and cons

Tuvok's superiors considered that his Vulcan analytical abilities were ideally suited to the desk job of reviewing Starfleet captains' procedure. He found himself merely rubberstamping their records, until he came across one Captain Kathryn Janeway. In just one mission, he found her guilty of 43 violations of tactical procedures. Much to his surprise, he then learned that he was to be her tactical officer aboard the **U.S.S. Bonestell**, to help this promising young captain pay more attention to protocol.

This was the start of a winning relationship, as Captain Janeway considered Tuvok to be her rock and ballast, an integral part of her crew. When the captain learned that she was to be given command of a new **Intrepid**-class ship, the **U.S.S. Voyager**, she was determined that this ordered Vulcan should be her security officer.

Tuvok's heritage ultimately plays in his favor, as his ordered mind is the perfect complement to Captain Janeway's dynamic but sometimes impetuous style of leadership. Personal relations do not remain entirely problem-free for the Vulcan, but as time goes by, he finds living among emotional humans to be less demanding.

Since coming aboard *Voyager*, Tuvok's Vulcan heritage has been responsible for literally saving the day, on more than one occasion. Perhaps his most important ability is the **mind-meld** technique. This is a huge help to the **Ocampan Kes** when she is developing her latent mental abilities. As the strange powers reach their peak, Tuvok is able to stabilize her long enough for her to complete her transition into an energy form without destroying *Voyager*.

On the other hand, when Tuvok attempts to aid the psychopathic murderer **Lon Suder**, he acquires Suder's violent emotions – a life-threatening condition for a Vulcan. The **Betazoid** Suder shows definite improvement, however, becoming much more stable after the process.

Superior strength

In common with most Vulcans, Tuvok has a physical prowess that complements his fine mental capabilities. His enhanced strength has been vital on many occasions, including a struggle on top of a **Nezu mag-lev carriage**. Tuvok's lack of modesty regarding his superiority adversely affects his relationship with **Neelix**, however. The **Talaxian** feels Tuvok's dismissive approach toward his efforts discounts the possible advantages of intuition: Neelix openly admits that Tuvok is more capable than him in many areas, but he feels that a little respect for the thoughts and feelings of others



★ A private matter

Tuvok finds it difficult to overcome the Vulcan belief that Pon farr is a private matter, and he is reluctant to help Vorik.

would not go astray.

Tuvok shares some Vulcan pursuits with the crew, in particular Harry Kim. When Kim wants to take more control of his emotions, he turns to Tuvok, and the Vulcan passes on some of the techniques used in the ancient **keethara** meditation routine. He also introduces Kim to the game of **kal-toh**, a test of concentration in which the player must turn chaos into order. Tuvok has been studying the game at master level since the age of five, so it is little wonder that Kim has difficulty matching him.

Tuvok, like most Vulcans, engenders trust and admiration through his intrinsic honesty and integrity. When he crashlands on a moon, he encounters what appear to be three **Drayan** children. In fact, this race ages in reverse; these 'children' are old and about to die. In only a short time, Tuvok earns their confidence and helps them to deal with their fate.

Similarly, Tuvok's strength in dealing with overwhelming and difficult circumstances can often be an inspiration to his colleagues. When he becomes stranded with Tom Paris on a hostile planet in the **Delta Quadrant**, his resolve and survival skills help the younger man endure the ordeal.

Ironically, Tuvok's heritage causes the most problems when he is asked to help deal with a Vulcan crewmate's **Pon farr**. This is a very private matter for a Vulcan, and when **Ensign Vorik** undergoes the seven-yearly Vulcan mating cycle, Tuvok does little to help.

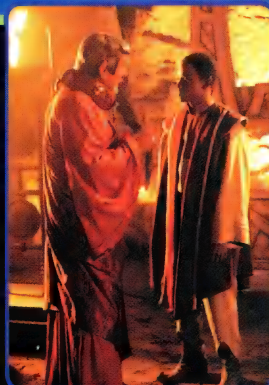
This may seem callous to others, but Vorik understands as well as Tuvok that there are some things that Vulcans are meant to endure alone. No matter how many compromises Tuvok is prepared to make to his human crewmates, there are some parts of his Vulcan heritage that he, like Vorik, considers too important to abandon.

"My natural emotions are erratic ... volatile. If I don't control them ... they will control me." — Tuvok to Paris

MASTER AND PUPIL

Learning control

Tuvok has not always been such a model of Vulcan restraint and logic. During his adolescence, he developed a strong emotional attachment to a particular girl. His father sent him to a Vulcan Master, who taught him the mental discipline he needed to overcome his emotions. This enhances Tuvok's rational, analytical qualities, but it distances him from the emotional humanoids he later meets.



▲ After Tuvok's training was complete, the Vulcan Master told him that love would never threaten him again.



▲ The Vulcan Master trained Tuvok's mind to control and suppress his emotions, especially love.

◀ As a teenager, Tuvok was more rebellious than the Vulcan norm. When he fell in love with the daughter of a Terellian diplomat, he was sent to a Vulcan Master for special counseling.



FILE 47 BAJORAN PERSONNEL

Li Nalas

Li Nalas is one of the most acclaimed heroes of the Bajoran resistance, but the former freedom fighter is reluctant to accept his people's praise when he returns from a Cardassian prison camp.

OTHER CARDS IN THIS FILE...

- 1 KIRA NERYS
- 5 SHAKAAR EDON

SEE OTHER FILES...

THE BAJORANSFile 10
THE CARDASSIANSFile 13
STAR TREK: DEEP SPACE NINE.....File 70

During the years of the Cardassian occupation, the Bajorans, fighting against tremendous odds, needed heroes. They found one in the resistance leader **Li Nalas**; many stories tell of his bravery in defeating in hand-to-hand combat **Gul Zerales**, a Cardassian responsible for the massacre of Bajoran villagers. Numerous other victories are also attributed to Li's daring leadership. When he was reported killed in action, the resistance and all of **Bajor**, honored his memory as one of their greatest war heroes, even though his corpse was never found.

Still alive

Rumors of Li Nalas's demise prove to be greatly exaggerated. Far from being killed, Li Nalas was first held prisoner on **Terok Nor**, a Cardassian ore-processing space station

that became **Deep Space Nine**. He was later moved to the **Hutet** labor camp on **Cardassia IV**. Years after the occupation is over, and despite Cardassian claims that they have freed all their prisoners, Li Nalas and a dozen other Bajorans are still kept hostage by their former oppressors.

Brutal prison

Conditions in the camp are barbaric; Li and his comrades are worn down by hard physical labor, inadequate food and shelter, and Cardassian punishment. **Borum**, another Bajoran prisoner in the Hutet camp, eventually manages to smuggle Li's earring off the planet, in the hope that it will somehow reach Bajor and bring help.

The earring carries Li Nalas's family insignia, as well as traces of his DNA, and makes its way from a maintenance worker on **Cardassia IV**, via a freighter captain, to **Deep Space**

PROFILE ON LI NALAS

NAME: Li Nalas

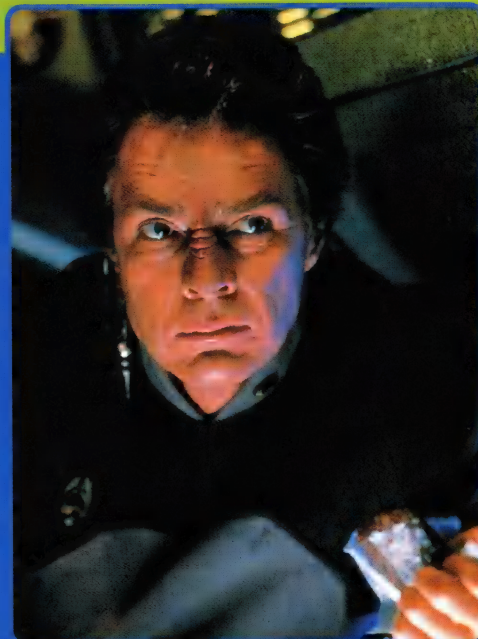
LIFE FORM: Bajoran male

REMARKS: Li is a famous member of the Bajoran resistance movement. Captured by the Cardassians, he was sent to work on **Terok Nor** before being moved to the Hutet labor camp on **Cardassia IV**.

CURRENT STATUS: Deceased. Li Nalas is appointed Bajoran liaison to **Deep Space Nine** in 2370, and later killed while trying to prevent a Bajoran group known as the Alliance for Global Unity from taking control of the station.

FIRST SEEN: 'The Homecoming' [DS9]

LAST SEEN: 'The Siege' [DS9]



Li Nalas believes he has done little to deserve the acclaim of the Bajoran people, but his noble death confirms his status as a great hero.

Nine's Ferengi barkeep **Quark**, and eventually to **Kira Nerys**. The major instantly recognizes the earring as the property of Li Nalas and with the help

of **Chief Miles O'Brien**, she travels to Hutet in order to free the Bajoran prisoners.

Li is shot during this rescue mission, but luckily not seriously injured. After

10 years of captivity, he at last returns home to Bajor, and a hero's welcome.

Thousands of Bajorans come out to greet his ship.

Li Nalas is made a **Navarch** by unanimous vote of the **Bajoran provisional government**; the title is created specifically for him, since no existing title is deemed worthy. The government also appoints him as the Bajoran liaison to **Deep Space Nine**, replacing Major Kira, despite the protests of **Commander Benjamin Sisko**.

Liaison and Navarch

As Navarch, Li Nalas reports directly to the **Prophets**; as liaison, he aids in the operation of the station as requested. The Bajoran people could not have picked a more reluctant hero, however —

DARING RESCUE

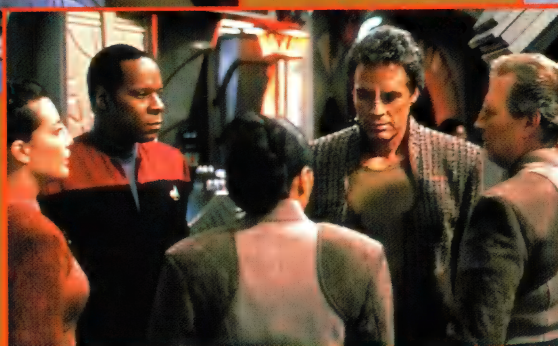
★ Signs of life

On **Cardassia IV**, Major **Kira** meets Li's selfless friend, **Borum**, who smuggled an earring out of the Hutet labor camp to show that Nalas is still very much alive. The other prisoners help to ensure that Li escapes.



★ Honoring a hero

Li Nalas is given a hero's welcome when he arrives on **DEEP SPACE NINE**. This serves only to intensify his belief that he is living a lie, as does the decision of the Bajoran provisional government to bestow on him the honor of **Navarch** — a title created for him.



★ Broken

Long imprisonment has left Li and his fellow inmates battered and broken; the Bajoran government has no idea the secret camp exists.



PERSONNEL FILES

Li Nalas

"... I had done nothing but shoot an unarmed Cardassian in his underwear." — Li Nalas

Li Nalas wants neither the title, the position, nor the hero status that has been conferred upon him.

Li is grateful that the Cardassians have left Bajor, but when he first comes back to his homeworld, the enthusiastic adulation of those who recognize him makes him extremely uncomfortable. He tries to leave on the **Tygarian** freighter **Nanut**, hoping to escape this awkward situation. He wants to make a home in the **Gamma Quadrant** rather than return to Bajor. In an effort to explain his actions, Li tells Commander Sisko that the legends attached to him are greatly exaggerated; his own version of the fight that gave him his reputation is not as heroic as the received myth would have it.

False legend

His resistance cell, ambushed by Cardassian troops in the mountains, was reduced to just three people. They hid in the hills for two days, until lack of food and water forced them out. Since Li Nalas was the only one with a **phaser**, he went on ahead to scout the territory. Halfway down the embankment, he fell and slid down a hill, just in time to confront the Cardassian, Gul Zorales, emerging from a bath in the lake. Li's phaser was still in his hands after the tumble, whereas the Cardassian's rifle was lying across his clothes. Li had the presence of mind to fire, and the gul was killed.

When his men arrived, they saw signs of a struggle and imagined a much more gallant victory. Li tried to protest, but to little avail: the resistance fighters needed a legend. Not only did they spread the story of how a Cardassian was killed in hand-to-hand combat by this single brave Bajoran, but they also attributed numerous other victories to Li.

Upon hearing this sad admission, Commander Sisko convinces Li Nalas that Bajor still needs him, as a legend to remind his people of strength, honor, and decency, the best qualities in themselves. The **Starfleet** commander's impassioned rhetoric persuades



★ The wrong target

During the DEEP SPACE NINE siege, Colonel Day kills Li Nalas instead of Commander Sisko, his intended target.

Li to stay on *Deep Space Nine*.

Li Nalas, for all his discomfort with the role of war hero, demonstrates many of the traits needed by a great man and leader. His fellow prisoners at the Cardassian ore-processing camp think highly enough of him that they willingly take risks to smuggle his earring out. Later, during the escape, four of the prisoners volunteer to stay behind and face death, just to ensure Li's safe escape.

Li Nalas cares equally about them, and protests when they are left behind; even while carrying an injury, his first thought on arriving at *Deep Space Nine* is that his fellow prisoners should receive medical care. On his return, he also quickly reestablishes his ties with the Bajoran military.

Brave fighter

Li Nalas shows great courage under fire, despite his claim that reports about his bravery are greatly exaggerated. When Commander Sisko leads a mission to rescue a kidnapped Major Kira from the headquarters of the **Alliance for Global Unity**, a rebel group more commonly known as the **Circle**, Li insists on joining in. During the events that follow, he fights as valiantly as his reputation suggests he did all those years ago.

Major Kira and others hope that Li Nalas can help restore order to a Bajor slowly being torn apart by power struggles. Religious rioting is sweeping the planet's southern islands, and there are reports of factional fighting in half a dozen other districts.

The major's faith in Li Nalas's ability to calm the populace is not misplaced. When *Deep Space Nine*



★ Heroism

Li Nalas, anxious to finally prove himself worthy of his heroic reputation, willingly joins in the mission to rescue the kidnapped Major Kira from the clutches of the Circle.

is under siege, and there are only a limited number of spaces on the outgoing transports, panicky Bajorans clamor to come aboard; through his simple words and calming presence, Li is able to restore calm to the situation.

When the forces of the Circle invade, they worry about turning Li Nalas into a martyr. He uses his personal authority and reputation to convince Bajoran military leader **General Krim** that the Cardassians are secretly providing arms to the Circle, making it possible for Sisko and his officers to come out of hiding and reclaim the station.

Selfless sacrifice

Even Li Nalas's death proves his courage. When the vengeful **Colonel Day** attempts to shoot Commander Sisko, Li Nalas steps into the line of fire, and takes the full force of a phaser blast. His final words — "off the hook" — reflect both the deep sense of unworthiness this very real hero carries with him, and his relief at no longer having to live up to a reputation he feels he never deserved. Perhaps ironically, Li's final act serves only to strengthen the belief of others that he is a brave and selfless man. His inability to believe in himself has robbed the Bajoran people of an enlightened leader who could have done much to rebuild their shattered world.

STATION SIEGE

Vicious circle

Minister Jaro Essa, secret leader of the Circle, believes that Li Nalas may help unite the Bajoran people against what he sees as damaging outside influences. Li instead chooses to oppose Essa and his fellow fanatics.



▲ **Bajoran politician Jaro Essa wants to use Li's fame for his own ends; he is secretly leader of the separatist Circle.**

◀ **Li Nalas joins Commander Sisko and his officers in the fight against the coup by Circle rebels.**

◀ **Jaro's troops are deeply concerned that Li's decision to side against them could lead to him becoming a Bajoran martyr, if he is killed during the invasion of DEEP SPACE NINE. Their worst fears sadly come true.**



Akuta

As leader of a small Elysian society, Akuta receives instructions from his god, Vaal, through small antennas implanted behind his ears. He then relays Vaal's wishes to his peaceful tribe.

Akuta is a humanoid male who lives on **Gamma Trianguli VI**, an apparently idyllic planet in the **Alpha Quadrant**. He is the leader of a larger community of humanoids, all of whom worship, and live to serve, a mysterious, godlike entity they know only as **Vaal**.

Akuta is the only one among his people who can communicate directly with Vaal; he does this via two small, antenna-like devices implanted behind his ears. These were given to him during a period referred to by his people as the **dim time**. He calls them "my ears for Vaal;" they enable him to hear his god's commands, which he then relays to the rest of the community. He expects the villagers to follow the god's orders without question, and threatens them with Vaal's wrath if it seems they might do otherwise.

For the most part, however, Akuta lives a trouble-free existence in this Eden-like environment. He is a gentle soul, and seems generally unfamiliar

with violent actions.

Akuta's most challenging task as leader of this simple community comes in 2267, when a landing party from a **Starfleet** vessel, the **U.S.S. Enterprise NCC-1701** arrives on his planet. Akuta is caught spying on the landing party, and **Captain James T. Kirk** sneaks up behind and punches him. He seems frightened, perplexed and deeply hurt by the blow, almost to the point of tears.

Answering questions

Akuta tells the visitors that he is watching them because Vaal must know of their arrival, and describes himself as "the eyes of Vaal." He treats them with customary kindness and hospitality, giving them a house in which to stay, and a sumptuous banquet of fruits and other foods. He

PROFILE ON AKUTA

NAME: Akuta

ALSO KNOWN AS: The eyes of Vaal

LIFE FORM: Humanoid male, native to Gamma Trianguli VI.

STATUS: Leader of a group of natives on Gamma Trianguli VI.

BELIEFS: Akuta and his people worship an entity known as Vaal; they believe it to be their god, but it is, in fact, a sophisticated computer.

REMARKS: Akuta has two small antennas implanted in his head. These allow him to communicate directly with Vaal.

FIRST SEEN: 'The Apple' (TOS)



▲ Akuta lives in an idyllic environment; he and his people have all their needs provided for by their god, Vaal. In return, they are required to worship Vaal; they provide fuel for the computer, and follow its demands without question.

PARADISE AT A PRICE

★ Utopia

The **Starfleet** officers who visit Akuta's community encounter happy natives who are enjoying a calm, peacefully idyllic life.

★ Naive

Akuta has no idea what fighting is until Captain Kirk's crew attack him when they catch him spying on them.



★ Guileless

Like the rest of his people, Akuta is an innocent, relying on his god for all his needs.

does his best to answer the questions they ask him about his god, but when Kirk wants to speak to Vaal directly, he is instantly told that Vaal will only speak to Akuta.

The members of the **Enterprise** crew are greatly disturbed by the lack of freedom and free will on the planet, but Akuta sees





Akuta

★ Mutual interest

Spock and Akuta express curiosity about one another's ears. The native has small implants behind each of his.



★ Communication

Akuta has two transceiver antennae implanted in his head; these provide a direct sensory connection to Vaal.

this as the natural order of things. He does not pretend to know the secrets of Vaal's existence, but merely serves without question.

Akuta does his best to make the visitors feel at home, but he finds their presence problematic. Vaal has forbidden physical expressions of love between his people, and when Akuta finds a young couple copying romantic gestures from the Starfleet officers, he becomes angry. He does not feel the need to answer their questions about why something so pleasant is wrong: it is the word of Vaal, and that should be reason enough.

Deadly orders

Vaal orders Akuta to kill the strangers by beating their heads with sticks, and Akuta, in turn, teaches this to the other members of the community. He tells them to carry out Vaal's deadly orders, without any consideration of the morality of the task; he describes it to the concerned villagers as no different than feeding their god.

Luckily, Akuta's lynch mob does not have the opportunity to carry out Vaal's orders; before they can

★ Newcomers to paradise

Akuta does his best to make welcome and accommodate the U.S.S. ENTERPRISE crew, but their presence is disruptive.

do so, the *Enterprise* destroys the 'god' – which the crew has discovered is nothing more than a sophisticated machine – in order to release their ship from a tractor beam. Akuta is distraught; he tells the Starfleet officers that Vaal put the fruit on the trees, and he has no idea how his people will survive now that their provider has gone. Captain Kirk convinces him that he and the villagers will learn to cope.

Mr. Spock draws an analogy to biblical stories from Earth, likening the change to man's fall from paradise, or banishment from the garden of Eden. He questions whether the change is for the better, especially as Akuta seems so forlorn and lost without an entity to serve. Kirk, however, trusts that Akuta and the other members of the community will benefit from a freer, more meaningful existence as a result of Vaal's destruction, and will soon learn to cope with the idea of free will.



★ The eyes of Vaal

Akuta is the only one among his people who can commune directly with Vaal. He relays the computer's instructions to the rest of the tribe, who must obey; any dissent risks bringing down the wrath of their powerful god, who may strike them with lightning.



TOTAL OBEDIENCE

Following orders

The god-machine Vaal, which controls life on Gamma Trianguli VI, determines that the *Enterprise* landing party is a threat to the planet's status quo. It therefore instructs Akuta how to kill these invaders, by using heavy sticks to smash their skulls. Akuta experiences no moral dilemma over this action, as he and his tribe have never known death; their life expectancy is 10000 years. Their dependency on Vaal is so total that it does not occur to them to question their god's orders.



▲ Learning to kill

Akuta explains to the men of his village that Vaal has told him they must kill the outsiders.

▼ Communing with a god

When he faces an impasse, Akuta's usual response is to consult with his god, Vaal.

"Vaal has spoken to me. His words are true. Hear them. We are to kill the strangers. It is a thing to do, like feeding Vaal. Vaal has explained it to me."

— Akuta to his people





Ferengi Energy Whips

Starfleet's first face-to-face encounter with the Ferengi, on Delphi Ardu, sees an away team become the victim of an ambush. They are knocked unconscious by a powerful plasma-charged weapon, known as the Ferengi energy whip.

The **Ferengi energy whip** is an unusual but highly effective hand weapon. It is often issued to members of the Ferengi military, but is markedly different from other comparable hand weapons, such as the **disruptors** used by the **Klingons** and **Romulans**, and **Starfleet phasers**.

Unlike those pistol-shaped, directed energy weapons, the handheld Ferengi whip makes use of a high-energy plasma discharge to disable enemies.

Unconventional weapon

The energy whip is more ostentatious than a hand phaser or disruptor, and is perhaps designed to discourage potential attackers. It is carried by a Ferengi at his side, in a loose coil, and extends to a full length of approximately a meter and a half – as tall as some Ferengi

males. The trigger mechanism is unknown.

When a Ferengi officer wishes to use the weapon against a target, he appears to simply uncoil the whip, and proceeds to crack it violently in the air, with a sharp wrist action, in the direction of the target. This action results in a plasma discharge, which extends outward from the whip and travels in a long, undulating wave, unlike the straight line energy beam discharged by a hand phaser. The accuracy of the weapon is less important than that of a phaser or disruptor, since more than one target can be hit by the same crack of the whip.

It is unknown if the energy whip has more

▶ The Ferengi demonstrate that their energy whips are highly effective and dangerous weapons by using them to render several Starfleet personnel, including the Klingon Lt. Worf, unconscious.

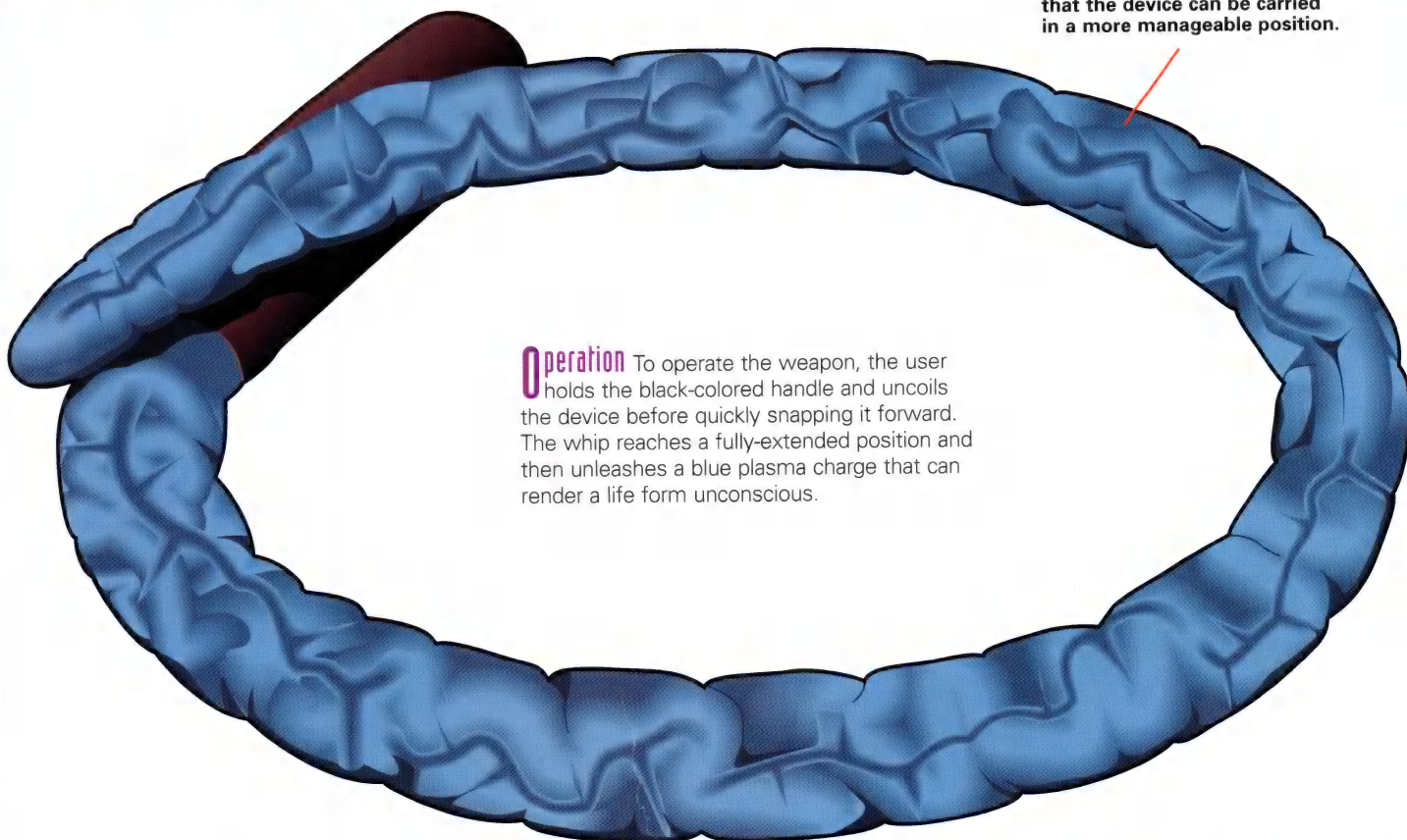


▶ The Ferengi landing party of Letek, Mordoc, and Kyron display their race's characteristic duplicity. Instead of combining their efforts with an away team from the U.S.S. ENTERPRISE, as was agreed, they ambush the Starfleet officers, using their powerful energy whips.



FERENGI ENERGY WHIP

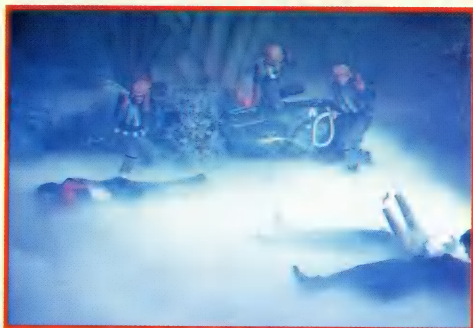
The Ferengi energy whip comprises a number of segments, much like a rope. These are flexible, so that the device can be carried in a more manageable position.



Operation To operate the weapon, the user holds the black-colored handle and uncoils the device before quickly snapping it forward. The whip reaches a fully-extended position and then unleashes a blue plasma charge that can render a life form unconscious.



Ferengi Energy Whips



▲ *The U.S.S. ENTERPRISE away team, including Lt. Commander Data, are easily overpowered by the Ferengi whips. The weapon works equally well on non-biological material.*

than one setting, but it is capable of causing significant amounts of damage. The plasma charge it emits envelopes an adversary in a bright blue glow, before temporarily immobilizing them. This effect is similar to the stun setting of a hand phaser, but the Ferengi are far less hesitant about using their weapons against other races than are Starfleet officers.

First contact

The **Federation's** first face-to-face encounter with the Ferengi occurs on the **Tkon outpost** of **Delphi Ardu** in 2364. Members of a Ferengi landing party, commanded by **Letek**, use their whips in a confrontation with an away team from the **U.S.S. Enterprise NCC-1701-D**, led by **Commander William Riker**. The surprise attack causes the Starfleet officers to lose consciousness briefly, but they awake with only minor ill effects a short time later. Nevertheless,

the aggression, cunning, and disregard for other species make this weapon a formidable threat in the hands of the Ferengi.

The whip appears to be best suited for short-range combat against other life forms. On Delphi Ardu, however, it is ineffective against the energy-collecting forcefields that are scattered throughout the planet's surface. The energy generated by the whip is immediately siphoned off by the crystalline power accumulators on the planet, much in the same manner that energy from hand phasers is collected, stored, and recycled.

Limitations

There are several drawbacks to using the whip. It is not as user friendly as a hand phaser or a disruptor, as it cannot be fired as quickly. It is not as easy to conceal, and is difficult to use at very close range. The user is also more vulnerable to enemy fire while discharging the weapon, as it is very difficult to take cover and operate it at the same time. Finally, the weapon presumably takes more practice to use, and fire in the desired direction, than a hand phaser. Perhaps because of these concerns, the energy whip appears to fall out of favor with the Ferengi. After 2364, they begin to use the more conventional, phaser-style weapons favored by most humanoid species.

Ultimately, the energy whip is reflective of the Ferengi's wider characteristics as a species. Trade may be the specialty of this cunning race, but this dangerous weapon is also a product of their ingenuity and unprincipled nature. Its unusual and powerful design gives the race a potent and dangerous offensive capability.



▲ *The Ferengi have to hold the whip coiled in one hand, which makes it a rather bulky firearm. It appears to be safe to touch any part of the weapon's coil when it is not in use, and thus not dissipating energy.*



▲ *One of the Ferengi unleashes his whip, and it remains extended while the blue plasma bolt shoots out. One 'shot' is capable of hitting several targets at once, and in this way, it is more effective, if less accurate, than a conventional phaser.*

PLASMA WEAPON



A blue, translucent energy plasma discharge spirals off from the whip when it reaches its full extension. An energy residue creates a trail effect.

Quantity above quality The **Ferengi energy whip** discharges a wave of energy in much the same way as a **phaser** does, but it seems to be more difficult to 'fire' accurately at a target. Unlike a phaser, however, a single blast can disable several opponents.



STAR TREK III: THE SEARCH FOR SPOCK

Part 4 On the Genesis Planet, Lt. Saavik guides the reborn Spock through the agonies of the Vulcan mating rite, the Pon farr. At the same time, the *U.S.S. Enterprise NCC-1701* heads toward a confrontation with a *Klingon Bird-of-Prey*, commanded by Kruge.

'STAR TREK III: THE SEARCH FOR SPOCK'

"I've come a long way for the power of Genesis. And what do I find? A weakling human. A Vulcan boy. And a woman."

— Commander Kruge

Unable to raise a reply from the *U.S.S. Grissom NCC-638*, Lt. Saavik informs Dr. David Marcus that their ship appears to have been destroyed by an unprovoked attack. She suggests they take cover on the surface of the **Genesis Planet**, before the unknown enemy comes after them as well.

Unknown to Saavik and David, the *U.S.S. Enterprise NCC-1701* is also closing in on Genesis. Dr. McCoy mans Captain Spock's station, scanning for vessels. He announces "all clear" with the confidence, resonance, and accuracy of the Vulcan science officer. Kirk, Sulu, and Scotty share knowing glances — Spock's mind is guiding them on their way.

The secret of Genesis

Klingon crewmen arrive on the Genesis Planet, and scour the terrain for prisoners. Hundreds of feet away, Saavik forces David Marcus to concede that this precarious planet fails to match up to his glorious vision of Genesis. Marcus attributes the planetary instability to the **protomatter** he used in the Genesis matrix; Saavik condemns him for using a substance infamous for its dangerous and unpredictable nature. David contends that he had to use it to solve problems that otherwise might have taken years, if not an eternity, to conquer.

The Genesis Planet is aging in surges, and the reborn Spock with it — they are joined together, and it may only be days, or hours, before both of them expire. Saavik knows that Spock will suffer when his body begins to experience **Pon farr**, a Vulcan mating period that afflicts adult males every seven years. The small group is then alerted to the enemy presence by their **tricorders**.

The pain of Pon farr

On board the approaching *U.S.S. Enterprise*, Chekov overhears a failed **Starfleet** attempt to get a response from the *Grissom*. Kirk's efforts to contact the ship on all channels also fail.

Back on Genesis, Spock cries out in agony; in a matter of minutes, he has aged seven years, and is now suffering the first bout of Pon farr. Saavik goes to his side. Speaking softly, she asks for his trust, then brings his hand to hers. Wide-eyed, Spock stares at

ON SCREEN...



1 The unstable Genesis Planet continues to rip itself apart, but Lt. Saavik and Dr. David Marcus cannot raise a response from their ship, the *U.S.S. GRISSOM*.



2 The *U.S.S. ENTERPRISE* draws closer to Genesis. Dr. McCoy, infused with the mind and spirit of Captain Spock, mans his old friend's bridge station.



3 David Marcus admits that he used unpredictable protomatter, a substance denounced by every ethical scientist in the Galaxy, to complete the Genesis Project.



4 Spock has somehow become linked to the Genesis Planet; they are aging in rapid surges, and it may only be a matter of hours before they both expire.



5 As Spock begins to cry out in agony, Lt. Saavik attempts to gain his trust. She guides the young Vulcan through the pain and confusion of his Pon farr.



6 On the *U.S.S. ENTERPRISE*, Kirk and Chekov get no response when they hail the *U.S.S. GRISSOM*. The ship has been destroyed by a **KLINGON BIRD-OF-PREY**.



STAR TREK III: THE SEARCH FOR SPOCK Part 4

Saavik as she gently strokes his fingers. Slowly, he relaxes, reaches for her hand, and returns a careful gesture. The Vulcans continue to tenderly bond, and for the moment, Spock is tranquil again.

Proceeding at impulse power, the *Enterprise* enters the Genesis sector. The crew of the Klingon ship immediately detects them, and swiftly engages the **cloaking device**. Chekov is baffled – for an instant, there was a scouting vessel before them, but now it has vanished. Thinking it may be the *Grissom*, Kirk attempts to establish communication.

Meanwhile, on Genesis, **Commander Kruge** and his crew manage to capture Spock, Saavik, and David. Kruge is ecstatic; he has come a long way for the power of Genesis, and it seems that victory will soon be upon him. Saavik points out that they are all on a planet that will destroy itself in hours, but Kruge, still convinced that Genesis is the most destructive force ever created, continues to demand the secret of the original project.

Cloaked threat

When Kruge returns to his **Klingon Bird-of-Prey**, he learns that a **Federation** starship is approaching. The commander is delighted – this is just the stroke of luck he needs. On hearing Kirk's voice hail the *Grissom*, David and Saavik exchange a glance, hoping luck will be on their side.

Krug sets his *Bird-of-Prey* on impulse power, preparing to transfer all energy to the ship's weapons. On the *Enterprise*, Kirk's intuition tells him that something ominous lies waiting in the empty space before them. He draws Sulu's attention to a large distortion directly ahead, and asks if it is big enough to conceal a ship. Sulu agrees that it is, and that whatever the energy force may be, it is getting larger and closing in on them. Kruge prepares to fire, ordering his gunner to target the *Enterprise's* engines.

Preparing for battle

On the *Enterprise*, all is mayhem, as Kirk and Sulu realize the surge is probably a cloaking device. Kirk instantly puts his ship and crew on red alert; whoever is out there will have to decloak before they fire. Within seconds, the enemy drops its cloak, and Sulu shouts "*Klingon Bird-of-Prey!* Arming torpedoes!" Kirk immediately orders Mr. Scott to fire, and in a burst of explosions, the *Bird-of-Prey* is hit.

Krug struggles to recover from this blow.

He trudges across his heavily-damaged bridge, dodging smoke and fiery machinery, shouting for emergency power to the ship's thrusters. Kruge manages to fire torpedoes back at the *Enterprise*, and a direct hit devastates the Starfleet vessel. Kirk orders emergency power to return fire, but his chief

engineer cannot transfer anything to the **phaser** banks: the Klingons have knocked out the automation system, and the *Enterprise* has not been readied for a combat situation. In fact, the crew have no control over any systems – the *Enterprise* is a sitting duck.

ON SCREEN...



7 Sulu is baffled when a scout vessel appears and then quickly disappears before his very eyes. Kruge has activated his ship's cloaking device.



8 On the Genesis Planet, Commander Kruge and his officers capture Saavik, David, and the young Spock. Kruge demands to be told the secret of Genesis.



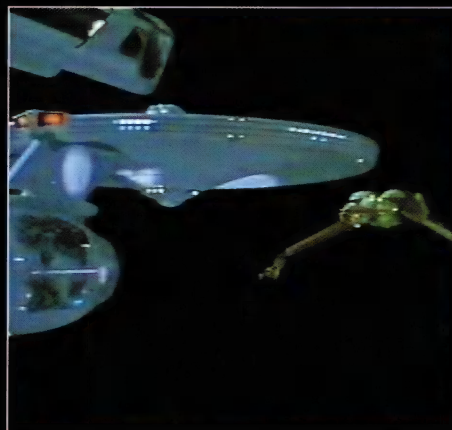
9 The Klingon is delighted to discover that another Federation starship is approaching Genesis. This is just the turn of luck for which he has been waiting.



10 A large subspace distortion close to the Genesis Planet convinces Admiral Kirk that a cloaked vessel is hiding from the U.S.S. ENTERPRISE.



11 The BIRD-OF-PREY drops its cloaking device just long enough for the U.S.S. ENTERPRISE to fire torpedoes, and score a direct hit on the Klingon ship.



12 The Klingons return fire, seriously damaging the ENTERPRISE's automation system. Kirk and his small crew are now sitting ducks.

STARSHIP FACTS

A Dr. McCoy remarks that he would have preferred to help Captain Spock by donating a kidney, rather than carrying about the Vulcan's disembodied mind.

A Saavik observes that, like his father, James Kirk, David Marcus often changes the "rules of the game."



'Demon'

With its supply of **deuterium** running dangerously low, the *U.S.S. Voyager NCC-74656* detects a source of the fuel on a nearby **Class-Y** planet, otherwise known as a **Demon-class** world. The planet's atmosphere is toxic, and no human life can survive on its surface.

'DEMON'

"I don't know, Harry ... a couple of lounge chairs ... a big beach umbrella ... maybe some dermal-plast to counteract the chemical burns ... And I think we've found a vacation spot."

— Lt. Paris to Ensign Kim

The *U.S.S. Voyager NCC-74656* is running desperately low on the vital fuel **deuterium**. The ship will be powerless within a week, unless the crew can locate a new source. In **Astrometrics, Seven of Nine** detects a deposit, but it is on a **Class-Y** planet, also known to **Starfleet** as a **Demon-class** world. The environment is harsh, with temperatures in excess of 500 degrees Kelvin, and the toxic atmosphere is filled with **thermionic** radiation. **Chakotay** believes visiting the planet is too hazardous, but Seven points out that their situation is dire — they must adapt to these conditions.

Voyager moves into orbit around the Demon-class planet, and **Captain Janeway** orders shield modifications to be made, to dispel the lethal thermionic charges of the planet's atmosphere. In the **transporter room**, Seven prepares to beam supplies of the deuterium aboard, but the ship's shields fail and the planet's volatile atmosphere leaks in, causing the transporters to go offline.

Into the fire

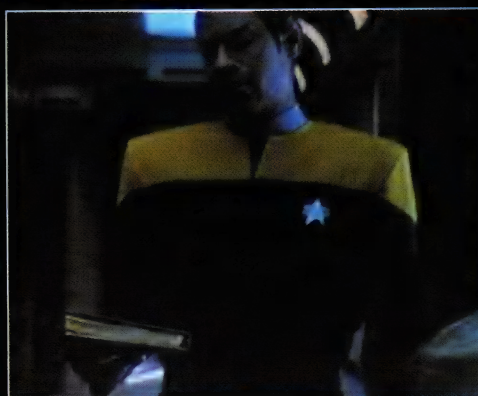
Ensign Kim volunteers himself and **Lt. Paris** for an away mission to the planet's surface. They will take a shuttlecraft — with its shields modified to withstand the conditions — and search for the deuterium with the protection of environmental suits.

Once on the surface, Kim discovers a pool of silver-colored liquid. Its temperature is surprisingly low, and it has a very high concentration of deuterium. Paris searches for another source, while Kim collects a sample of the fluid from the pool. When Paris returns, however, his crewmate is nowhere to be seen.

Paris realizes that Kim has fallen in, and quickly pulls his friend out. The silvery fluid has caused a rupture in Kim's suit, meaning that he is losing oxygen. Paris tries to help the ensign back to the shuttle, but suddenly his own environmental suit begins to leak oxygen. Choking on the planet's poisonous fumes, the two officers collapse in the lethal heat of the Class-Y world.

Captain Janeway becomes concerned about Kim and Paris when they fail to report back. Rather than send another away team, the captain orders **Chakotay** to land *Voyager* on the planet's surface; she then sends her first officer on a rescue mission to find his

ON SCREEN...



1 The *U.S.S. VOYAGER* must cut back on nonessential supplies while it searches for a new source of deuterium. Tuvok oversees the evacuation of personnel quarters.



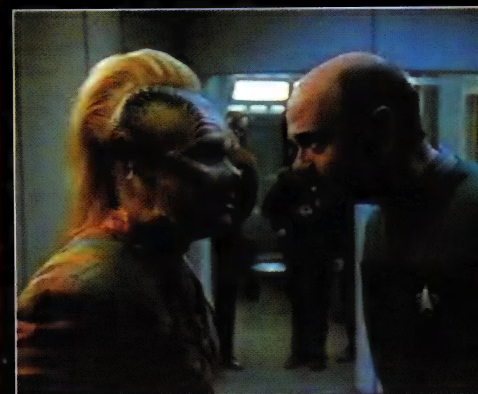
2 Seven of Nine disobeys orders to keep the systems running in Astrometrics. Using the long-range scanners, she successfully locates a new deuterium deposit.



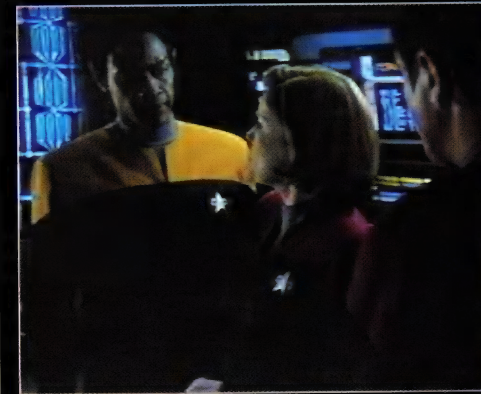
3 Kim volunteers himself and Paris for a risky away mission to the surface of the Demon-class planet; if they get into trouble, *VOYAGER* will not be able to beam them out.



4 On the surface of the planet, Kim falls into a silvery pool composed mostly of liquified deuterium. Paris gets him out, but Kim says he felt something pulling him in.



5 On board *VOYAGER*, the Doctor is irritated by the unwelcome house guests in his sickbay, but Neelix and his friends insist on settling in for the night.



6 Paris and Kim cannot be contacted. Captain Janeway orders her first officer to land *VOYAGER* on the surface of the Demon-class planet to search for them.



'Demon'

colleagues. A distraught **Chief Engineer B'Elanna Torres** asks Chakotay if she can accompany him, but he refuses, saying he needs someone level-headed. Torres recommends he take their **Borg** crew member, Seven of Nine, instead.

On the surface, Chakotay and Seven search a cave for their missing crewmen, and pass the pool of silvery fluid discovered by Paris and Kim. Chakotay stumbles and falls over the edge of a narrow cavern; as Seven tries to help him, Paris appears behind her and pulls Chakotay to safety.

The rescue team are surprised to see Tom not wearing his environmental suit. The lieutenant reports that he remembers himself and Kim choking from lack of oxygen; he lost consciousness, and, when he awoke, he could breathe in the Demon-class atmosphere. Paris takes them to Kim, and Chakotay contacts *Voyager*. The four crew members are beamed back on board, but, once on the ship, Paris and Kim are unable to breathe.

In sickbay, the **Doctor** finds the same silver fluid from the pool in Paris and Kim's blood. He believes they have been bioformed by the planet; they can now survive in a Class-Y atmosphere, but not in a **Class-M** environment.

Cloned

Janeway and Torres run some tests on the silver fluid, while Kim returns to the surface with Seven and Chakotay to try and gather some more information about their startling transformation. The away team comes across two bodies in environmental suits lying in the caves, and Kim is shocked to discover that one of the bodies is his own. Chakotay reports the discovery of the real Paris and Kim, who are barely alive, but the duplicate Kim runs off as the away team transports back to the ship.

Meanwhile, Janeway and Torres have discovered that the silver fluid is organic, and possesses mimetic properties. Tuvok contacts Janeway from the bridge, informing her that a pool of the fluid has collected under the starship – *Voyager* is sinking. The captain suggests that they fire a **nadion burst** from the **phaser** emitter; this appears to work, and the duplicate Kim contacts *Voyager* to beg the captain to stop. Janeway agrees to speak with him.

In the transporter room, surrounded by a forcefield filled with a Class-Y atmosphere,

the duplicate explains that the silver fluid was not sentient until it duplicated Paris and Kim. Now it understands thought and feeling, it wants to duplicate the crew and populate the planet. Janeway reasons that the fluid does not need to kill them to make duplicates – it has already copied Paris and

Kim without killing them, and so she asks her crew if they are willing to donate samples of their DNA.

The silver fluid retreats from beneath the starship, and a short time later, *Voyager* leaves the Demon-class planet, its departure watched by a population of duplicates.

ON SCREEN...



7 In sickbay, the Doctor refuses to stop work for the night while Neelix and his friends try to sleep. The Talaxian decides to get up and start a singalong.



8 Seven accompanies Chakotay on a rescue mission to find the missing crewmen. Even the ex-Borg finds the planet's strange environment unsettling.



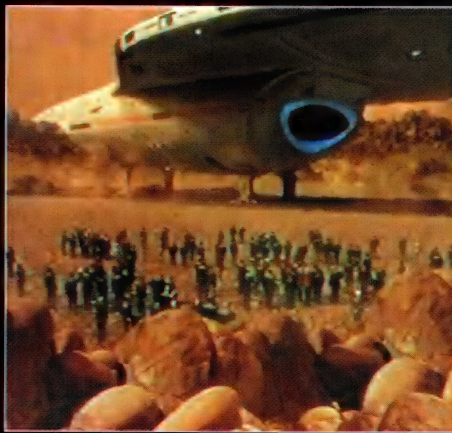
9 Paris and Kim are found on the surface of the planet – without their environmental suits. When they beam back to *VOYAGER*, they begin to suffocate.



10 Janeway and Torres discover that the silver fluid has mimetic abilities; it wraps around Torres's thumb, and then reproduces its shape.



11 The duplicate Kim transports on board to negotiate with Janeway after the ship fires a damaging nadion burst at the "silver blood."



12 The *VOYAGER* crew decide to donate samples of their DNA to the silver fluid, leaving an entire race of duplicates behind on the Demon-class planet.

STARSHIP FACTS

A Seven's tricorder fails to register any life forms on the Demon-class planet, but Chakotay tracks Paris and Kim by their footprints.

A When the duplicate Kim returns to the surface, he tells Seven that he sees the planet in a new light. The landscape is beautiful to him now.



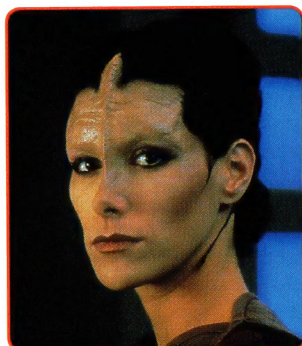
K continued

Kobayashi Maru

This freighter featured in, and became synonymous with, the infamous no-win training simulation at **Starfleet Academy**. **Captain Kirk** was the only student to win, but he did so by cheating; he reprogrammed the computer. (*Starship Log: Star Trek II: The Wrath of Khan*) **SEE FILES 19, 73**

Kobheerian captain

SEE **Viterian, Captain**



▲ **Ty Kajada, a Kobliad security officer, tracked down her race's criminals.**

Kobliad

This race of humanoids have reached a technological level comparable with Earth. The Kobliad die if deprived of the scarce **deuridium** they need to maintain their cellular structure, leading some members of the race, such as **Rao Vantika**, to secure supplies illegally. (*Starship Log: 'The Passenger' [DS9]*) **SEE FILES 18, 70**

Kobor

SEE **Jodmos**

Kodos the Executioner

Nickname given to **Governor Kodos** of **Tarsus IV** after his solution to a famine was to slaughter 4000 colonists. Kodos later took the identity of **Anton Karidian** and founded an acting troupe. His deranged daughter accidentally killed him in 2266. (*Starship Log: 'The Conscience of the King' [TOS]*) **SEE FILES 43, 44, 68**

Kodrak

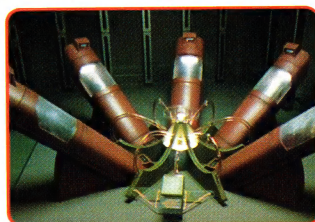
This **Klingon** identity was used by **Odo** in 2373, during an undercover mission to **Ty'Gokor**. As Odo was a solid at the time of the mission, his Klingon disguise had to be created surgically. (*Starship Log: 'Apocalypse Rising' [DS9]*) **SEE FILES 43, 70**

KoH-man-ara

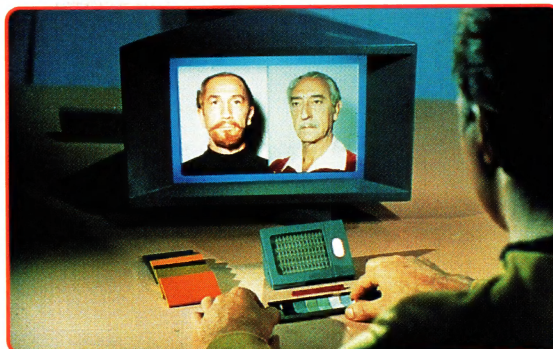
A stance in **Worf's Klingon Mok'bara** self-defense discipline. The KoH-man-ara is similar to the crane block move. (*Starship Log: 'Second Chances' [TNG]*) **SEE FILES 43, 69**

Kohl hibernation system

This underground stasis system was designed to keep five Kohl settlers, including a physician and a programmer, alive until 2368, when their planet would be habitable again following an ice age. The system developed a mind of its own and failed to revive them. (*Starship Log: 'The Thaw' [VOY]*) **SEE FILES 18, 65, 71**



▲ **Five members of the doomed Kohl race survived the solar flare by entering hibernation.**



▲ **Captain Kirk used the computers of the U.S.S. ENTERPRISE to prove that the actor known as Anton Karidian was actually Kodos the Executioner.**

Kohl settlement

A thriving trade center in the **Delta Quadrant** until 2353, when a solar flare altered surface temperatures, making life impossible. Only five settlers are known to have survived the holocaust. (*Starship Log: 'The Thaw' [VOY]*) **SEE FILES 18, 71**

Kohlanese barley

Grand Nagus Zek considered purchasing massive quantities of this grain, at a cost of 94 bars of **gold-pressed latinum** per 1000 tons, while under the influence of the **wormhole aliens**. (*Starship Log: 'Prophet Motive' [DS9]*) **SEE FILES 51, 70**

Kohlanese stew

One of the many delicacies offered, via **replicator**, at **Quark's bar** on **Deep Space Nine**. A complaint from a dissatisfied customer about the Kohlanese stew led Quark to a replicator malfunction. (*Starship Log: 'Babel' [DS9]*) **SEE FILE 70**

Kohms

These humanoids, from **Omega IV**, became long-lived after surviving a bacteriological war. They befriended **Captain Ronald Tracey** in 2268, but despite his illegal aid, they were defeated by their enemies, the **Yangs**. (*Starship Log: 'The Omega Glory' [TOS]*) **SEE FILES 18, 43, 68**

Kohn-Ma

This group of right-wing, fundamentalist **Bajorans** opposed all alien intervention in their people's affairs, including **Federation** aid. The Kohn-Ma was ready to close the wormhole to 'save' **Bajor**. (*Starship Log: 'Past Prologue' [DS9]*) **SEE FILES 10, 47, 70**

Koinonians

A binary culture with two separate life forms, one physical and the other pure energy. The matter-based civilization destroyed itself, but the energy beings were still thriving ten centuries later. (*Starship Log: 'The Bonding' [TNG]*) **SEE FILES 18, 69**

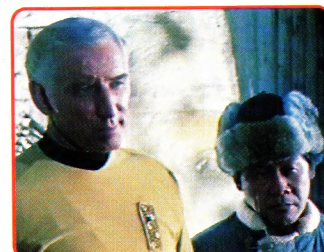
Kol

In 2366, this **Ferengi** pilot flew into the **Barzan wormhole** and disappeared, along with his companion, **Dr. Arridor**. They emerged in the **Delta Quadrant** and settled on a nearby planet, where they posed as **Takarian** gods. (*Starship Log: 'The Price' [TNG]; 'False Profits' [VOY]*) **SEE FILES 18, 51, 69, 71**

Kol-Ut-Shan

Name for the **Vulcan IDIC** insignia. A sculpture of this symbol could be found in the cave of the **Vulcan Master** with whom the adolescent **Tuvok** was sent to study, when he rejected logic in favor of love. (*Starship Log: 'Gravity' [VOY]*) **SEE FILES 8, 71**

Kobayashi Maru
Kobheerian captain
Kobliad
Kobor
Kodos the Executioner
Kodrak
KoH-man-ara
Kohl hibernation system
Kohl settlement
Kohlanese barley
Kohlanese stew
Kohms
Kohn-Ma
Koinonians
Kol
Kol-Ut-Shan
Kola mountain
Kolaati traders
Koladan diamonds
Kolaish spice oil
Kolana
kolem
Koliay
Kolinahr
Kollos
Kolopak
Kolos
Koloth
Kolrami, Sirna
Kolrod Island
Kolvoord Starburst
Kolyan Kolyar
Komack, Admiral
Komananov, Anastasia



▲ **Captain Ronald Tracey disregarded the Prime Directive when he thought the Kohms could give him the secret of eternal youth.**



▲ **The Kohn-Ma was led by Tahna Los, an old friend of Kira Nerys, but she was not prepared to help them carry out their plan to destroy the Bajoran wormhole.**



Kola mountain Stronghold hideout in **Bajoran** hill country, where resistance members hid during the occupation. In 2371, disgruntled farmers used the area in the same way during a dispute with the government. (*Starship Log*: 'Shakaar' [DS9]) **SEE FILES 10, 47, 70**

Kolaati traders The Kolaati are notorious **Delta Quadrant** bandits who do business in the region close to the **Nekrit Expanse**, dealing in narcotics, warp plasma, and other controlled materials. (*Starship Log*: 'Fair Trade' [VOY]) **SEE FILES 4, 42, 71**

Koladan diamonds These prized gemstones are noted for their radiance. **Quark** once attempted to peddle common **Lobi crystals** to **Harry Kim**, claiming they were brighter than Koladan diamonds. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILE 71**

Kolaish spice oil **Bajoran** lubricant, used during massage. The promise of a massage with Kolaish spice oil was enough to convince **Kira Nerys** to do a favor for **Shakaar Edon**. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILE 70**

Kolana Commander of a **Klingon Bird-of-Prey**. General **Martok**, **Worf**, and **Kor** were aboard her ship when it was part of the fleet that attacked behind **Cardassian** lines, in 2375. (*Starship Log*: 'Once More Into the Breach' [DS9]) **SEE FILE 70**

Kolem **Romulan** term used to measure power flow. In 2368, the **U.S.S. Enterprise NCC-1701-D** aided a disabled Romulan vessel that measured a power flow of 400 kolems, with no change in frequency. (*Starship Log*: 'The Next Phase' [TNG]) **SEE FILE 69**

Koliau This **Klingon** term translates broadly as 'student.' (*Starship Log*: 'Playing God' [DS9]) **SEE FILES 11, 70**



Kolinahr This stringent **Vulcan** procedure is designed to leave the seeker free of any traces of emotion. **Spock** failed the process in 2270; **Tuvok** spent several years engaged in it after resigning his first **Starfleet** commission, but the attempt was interrupted by his **Pon farr** in 2298. (*Starship Log*: *Star Trek: The Motion Picture*; 'Flashback' [VOY]) **SEE FILES 8, 43, 71, 72**

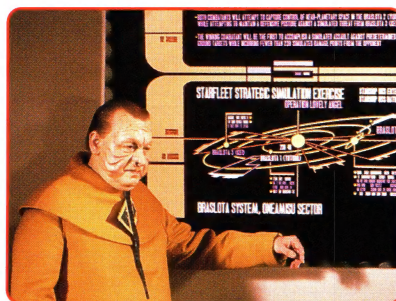
◀ **Spock failed to complete the Kolinahr, as his human emotions were stirred by V'GER.**

Kollos This ambassador, a member of the **Medusan** race worked closely with the **Federation's** **Dr. Miranda Jones** in an attempt to share advanced Medusan navigational technology with **Starfleet**. Kollos remained in a covered container while traveling among humans, as his hideous appearance induced madness. (*Starship Log*: 'Is There in Truth No Beauty?' [TOS]) **SEE FILES 18, 66, 68**

Kolopak Commander **Chakotay's** father. Kolopak helped colonize another world, but he was proud of his Native American ancestry, and passed the traditions, stories, and beliefs on to his son. (*Starship Log*: 'Initiations' [VOY]) **SEE FILES 18, 43, 71**

Kolos An associate of **Quark's** who attended an auction of **Vash's** **Gamma Quadrant** *objets d'art*. Kolos paid 36 bars of **gold-pressed latinum** for a statue, and bid 3000 bars for another item. (*Starship Log*: 'Q-Less' [DS9]) **SEE FILES 44, 70**

Koloth Honored **Klingon** known for his encounter with **tribbles** on **Deep Space Station K-7**, diplomatic negotiations with the **Federation** in 2289, and a lifetime of victories. Koloth died while avenging his son in battle. (*Starship Log*: 'The Trouble With Tribbles' [TOS], 'Blood Oath' [DS9]) **SEE FILES 48, 68, 70**



▶ **Sirna Kolrami is a grand master at strategema, a game that tests strategic skill.**

Kolrami, Sirna This obnoxious male **Zakdorn** is well-regarded for his strategic skills, and supervised wargames on the **U.S.S. Enterprise NCC-1701-D** in 2365. Kolrami defeated **Data** at the popular tactical game **strategema**, but the android managed a draw in a rematch. (*Starship Log*: 'Peak Performance' [TNG]) **SEE FILES 66, 69**

Kolrod Island This area on the **Class-M** planet **Kesprytt III** was ruled by the **Kes** in 2370. The **Prytt**, however, believed their claim to the territory held precedence and should be honored. (*Starship Log*: 'Attached' [TNG]) **SEE FILES 18, 69**

Kolvoord Starburst This visually-spectacular precision flying maneuver involves igniting plasma streams. Five cadets died at **Starfleet Academy** while attempting the stunt in the 2260's, and it was subsequently banned. Another cadet died in 2368, when his squad illegally attempted it. (*Starship Log*: 'The First Duty' [TNG]) **SEE FILES 19, 43, 69**

Kolyan Kolyar **Devore** name meaning 'infinite spirals,' given to an awe-inspiring celestial phenomenon, similar to the Aurora Borealis of Earth. **Kashyk** told **Captain Janeway** he spent hours gazing at them as a boy. (*Starship Log*: 'Counterpoint' [VOY]) **SEE FILE 71**

Komack, Admiral In 2267, this **Starfleet** officer was one of the people to whom **Captain James T. Kirk** reported. (*Starship Log*: 'This Side of Paradise' [TOS]) **SEE FILES 19, 68**



Komananov, Anastasia

A character in a **holosuite** adventure program, in which **Julian Bashir** often took the part of a dashing 1960's secret agent. Komananov was a KGB operative and close friend of Bashir's character. A **transporter** accident in 2372 melded **Kira Nerys** into the persona, but she was later successfully separated. (*Starship Log*: 'Our Man Bashir' [DS9]) **SEE FILES 43, 70**

▶ **Colonel Komananov was an added attraction in Julian Bashir's secret agent adventure.**



K continued

Komar These noncorporeal **Delta Quadrant** life forms are made of **trianic energy**, and dwell in a **dark matter nebula**. They subsist on bioneural energy from corporeal beings. (*Starship Log: 'Cathexis' [VOY]*) **SEE FILES 18, 71**

Konnem, Lieutenant Disgusted by what he saw as the softening Klingon will, Konnel, along with **Korris** and **Kunivas**, left **Qo'noS** with the intention of following a more warlike lifestyle. He later died aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Heart of Glory' [TNG]*) **SEE FILES 11, 40, 48, 69**



◀ **Konnem objected to the Klingons making peace with their former enemies.**

Kono A **Ferengi** thief and cousin of **Quark's**, Kono arrived on **Deep Space Nine** after perpetrating a museum robbery on **Cardassia V**. (*Starship Log: 'Shadowplay' [DS9]*) **SEE FILES 51, 70**

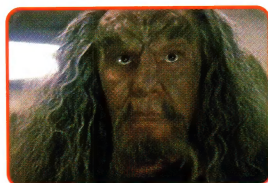
Konsab, Commander Lecturer at the **Romulan Intelligence Academy**. He was well known for his critical assessment of the **Tal Shiar**, which stated: "Since they expect deception, they find it." (*Starship Log: 'Face of the Enemy' [TNG]*) **SEE FILES 12, 69**

Koon-ut so'lik **Vulcan** equivalent of a marriage proposal. In 2372, **Ensign Vorik** followed the Koon-ut so'lik format to announce his desire to marry and mate with **B'Elanna Torres**. She refused. (*Starship Log: 'Blood Fever' [VOY]*) **SEE FILES 8, 43, 71**

Koon-ut-kal-if-fee **Vulcan** word, referring to the ancient 'marriage or challenge' ritual. (*Starship Log: 'Amok Time' [TOS]; 'Blood Fever' [VOY]*) **SEE FILES 8, 68, 71**

Kopf, Ensign Kopf served on the **U.S.S. Enterprise NCC-1701-D**, in the engineering department. On **Stardate 44085**, he tried to take the ship out of warp, but did not succeed. (*Starship Log: 'Brothers' [TNG]*) **SEE FILES 25, 69**

Kor Klingon military governor of **Organia** in 2267, when the **Organian Peace Treaty** was created. Kor later became a **Dahar Master**. By 2375, he was approaching senility, and faced the stigma of dying from old age, until he volunteered for a suicide mission against the **Dominion**. (*Starship Log: 'Errand of Mercy' [TOS]; 'Blood Oath' [DS9]*) **SEE FILES 48, 68, 70**



◀ **Kor was determined to die a respectable warrior's death.**



◀ **The ritual combat of the Koon-ut-kal-if-fee serves to satisfy the blood lust brought on by the uncontrollable emotions of the Pon farr.**

kor'tova candles A **Klingon** boy symbolically ignites his warrior's heart by lighting kor'tova candles during the **First Rite of Ascension** ceremony. This act proclaims his intention to become a warrior. (*Starship Log: 'Firstborn' [TNG]*) **SEE FILES 11, 48, 69**

Kora II This planet in **Cardassian** space is the location of the military academy at which the surgically-altered **Aamin Marritza** was a teacher from 2364 to 2369. (*Starship Log: 'Duet' [DS9]*) **SEE FILES 3, 70**

Koral Taciturn **Klingon** smuggler of **Romulan** artifacts. He was intercepted, and held in custody, by the **U.S.S. Enterprise NCC-1701-D** in 2370. (*Starship Log: 'Gambit', Part II [TNG]*) **SEE FILE 69**

Koral, Ranjen Koral, a **Bajoran** archeologist and monk, invited **Captain Sisko** to excavations beneath the **Temple of B'hala**. (*Starship Log: 'The Reckoning' [DS9]*) **SEE FILES 10, 70**

Koran This sibling of **Mardah**, a **Bajoran** who left home and became a **dabo girl**, objected to the girl's chosen career and refused to speak to her. (*Starship Log: 'The Abandoned' [DS9]*) **SEE FILE 70**

Korannak This **Cardassian** starship was destroyed in an **Obsidian Order** attack in 2371. (*Starship Log: 'The Die is Cast' [DS9]*) **SEE FILE 70**

Korat system Family members of **Starfleet** personnel were evacuated to this star system during the takeover of **Deep Space Nine** by the **Circle**. (*Starship Log: 'The Siege' [DS9]*) **SEE FILES 3, 70**

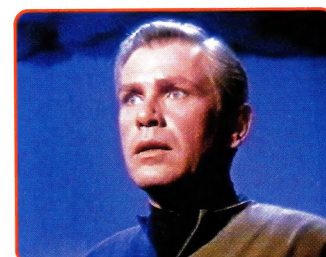
Korax This **Klingon** precipitated a brawl on **Deep Space Station K-7** in 2267 by insulting **Starfleet** personnel, including **Pavel Chekov** and **Montgomery Scott**. (*Starship Log: 'The Trouble with Tribbles' [TOS]; 'Trials and Tribble-ations' [DS9]*) **SEE FILES 68, 70**

Korby, Dr. Roger Renowned medical archeologist, authority on ancient android civilizations, and fiancé of **Christine Chapel**. Korby's corporeal form expired in 2266, but his consciousness survived for a time in an android body. (*Starship Log: 'What Are Little Girls Made Of?' [TOS]*) **SEE FILES 6, 44, 48, 68**

Komar
Konnem, Lieutenant
Kono
Konsab, Commander
Koon-ut so'lik
Koon-ut-kal-if-fee
Kopf, Ensign
Kor
kor'tova candles
Kora II
Koral
Koral, Ranjen
Koran
Korannak
Korat system
Korax
Korby, Dr. Roger
Korella
Korena
Korennia
Korgano
Korinar I.K.S.
Korinas
Korma
Korma Pass
Kornaire
Korann
Korob
Koroth
Korrd, General
Korris, Captain
koruts
Korvat colony
Kosinski
Koss'moran
Kosst Amojan
Kosst no'valt Amojan



◀ **Alexander Rozhenko lit kor'tova candles for his First Rite of Ascension in 2370, as do all Klingon boys.**



◀ **Roger Korby destroyed his android body when he realized that eternal life had cost him his human emotions.**



Korella

Cook employed by **Yanas Tigan**. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILES 46, 70**



Korena

This attractive **Bajoran** artist was **Jake Sisko's** beloved wife in a possible future. The couple were married for more than eight years, but they divorced after Jake gave up his successful career as a novelist and became obsessed with **subspace** mechanics. (*Starship Log*: 'The Visitor' [DS9]) **SEE FILES 5, 44, 70**

◀ **Sadly, Korena's marriage to Jake Sisko ended in divorce.**

Koreenna

B'Elanna Torres took over the identity of this **Enaran** woman in a tangible dream world. Koreenna was passionately in love with **Dathan**, a member of the Enaran ethnic minority known as **Regressives**. Investigation revealed that Torres was experiencing the real Koreenna's memories of the genocide committed against the Regressives. (*Starship Log*: 'Remember' [VOY]) **SEE FILES 18, 71**

Korgano

The moon god of **D'Arsey** mythology, who chased the sun goddess, **Masaka**, from the sky every night. **Captain Jean-Luc Picard** assumed the persona of Korgano in order to communicate with the **D'Arsey** archive. (*Starship Log*: 'Masks' [TNG]) **SEE FILES 18, 69**

Korinar I.H.S.

This **Klingon** ship was one of those that mined the **Bajoran** system with banned, cloaked explosives in 2372. (*Starship Log*: 'The Sons of Mogh' [DS9]) **SEE FILE 70**

Korinas

This female **Cardassian**, a member of the **Obsidian Order**, acted as a watchdog during **Benjamin Sisko** and **Gul Dukat's** joint search for the **U.S.S. Defiant**, after it was stolen by **Maquis** operative **Thomas Riker** in 2371. (*Starship Log*: 'Defiant' [DS9]) **SEE FILE 70**

Korma

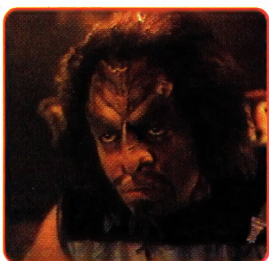
An outpost planet in **Cardassian** space. Korma's **System-5 disruptors** could not stop **Klingons** from destroying the station, killing **Cardassian** and **Bajoran** dignitaries, in 2372. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILE 70**

Korma Pass

Location of one of **Kor's** famous victories. **Worf's** childhood was filled with stories about Kor's battles, including his defense of the Korma Pass. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILES 48, 70**

Kornaire

Dukat served aboard this **Cardassian** vessel shortly after he had been promoted to **Glinn**. He once had to clean up humanoid remains following an explosive decompression, after which he did not sleep for a week. (*Starship Log*: 'Waltz' [DS9]) **SEE FILES 50, 70**



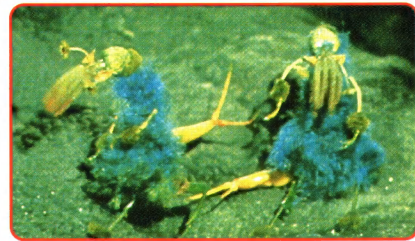
Korian

Klingon warrior, the son of **Shovak**. Korian served as weapons officer aboard **Martok's** ship, the **I.K.S. Rotarran**, when it rescued survivors of the **B'Moth** in 2373. (*Starship Log*: 'Soldiers of the Empire' [DS9]) **SEE FILES 34, 70**

◀ **The ROTARRAN's poor record in battle against the Dominion dented Korian's Klingon pride.**

Korob

One of two explorers from another galaxy; Korob was stationed on **Pyrus VII** in 2267. He rebelled against his corrupt partner, **Sylvia**, but died with her after their power source, the **transmuter**, was destroyed. (*Starship Log*: 'Catspaw' [TOS]) **SEE FILES 58, 68**



▲ **In his natural form, Korob was a tiny, birdlike creature, but he and Sylvia could take any form.**

Koroth

Klingon holy man and **Boreth** monastery director. In 2369 he conspired to influence Klingon society by cloning **Kahless the Unforgettable**. (*Starship Log*: 'Rightful Heir' [TNG]) **SEE FILE 69**

Korrd, General

This brilliant **Klingon** military strategist spent many years on **Nimbus III** as a diplomat. In 2287, Korrd fell under **Sybok's** influence, but **Spock** helped him regain his warrior spirit. (*Starship Log*: *Star Trek V: The Final Frontier*) **SEE FILES 4, 76**

Korris, Captain

Klingon dissident and criminal. Korris and his comrades wrecked two ships while escaping Klingon confinement, but were captured by the **U.S.S. Enterprise NCC-1701-D**. Korris died before Klingon authorities could retrieve him. (*Starship Log*: 'Heart of Glory' [TNG]) **SEE FILES 11, 69**

Koruts

A **Klingon** slur. After arriving on **Deep Space Nine**, **Kurn** called **Odo** and his security team "koruts," and threatened them with a knife. (*Starship Log*: 'Sons of Mogh' [DS9]) **SEE FILE 11, 70**

Korvat colony

Site of preliminary peace talks between **Federation** mediator **Curzon Dax** and **Klingon Empire** representatives **Kor**, **Kang**, and **Koloth**. Mutual respect developed, and **bahgol** was shared, but no political accord was achieved. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 3, 11, 70**

Kosinski

This rude, self-important propulsion specialist worked for **Starfleet**, and his warp drive efficiency upgrade experiments brought him to the **U.S.S. Enterprise NCC-1701-D** in 2364. Kosinski's ideas proved to be of minimal value. (*Starship Log*: 'Where No One Has Gone Before' [TNG]) **SEE FILES 4, 43, 57, 69**

Koss'moran

A **Bajoran** word that means "to be banished." It is a reference to the myth of false **Prophet Kosst Amojan**, an evil **Pah-wraith** who was expelled from the **Celestial Temple**. (*Starship Log*: 'The Assignment' [DS9]) **SEE FILES 10, 70**

Kosst Amojan

The 'Evil One' in **Bajoran** religion, a **Pah-wraith** banished from the **Celestial Temple**. According to **Shabren's Fifth Prophecy**, the defeat of Kosst Amojan will give birth to 1000 years of peace, known as the **Golden Age of Bajor**. In 2375, the being threatened **Captain Benjamin Sisko**, the **Emissary**, with a false vision, but Sisko defeated it and fulfilled his destiny. (*Starship Log*: 'The Reckoning' [DS9]) **SEE FILES 10, 43, 70**

Kosst no'valt Amojan

The principal invocation of the **Pah-wraith** cult led by **Dukat** in 2375. The prayer translates as "The love of the Pah-wraiths be with you." (*Starship Log*: 'Covenant' [DS9]) **SEE FILES 10, 50, 70**